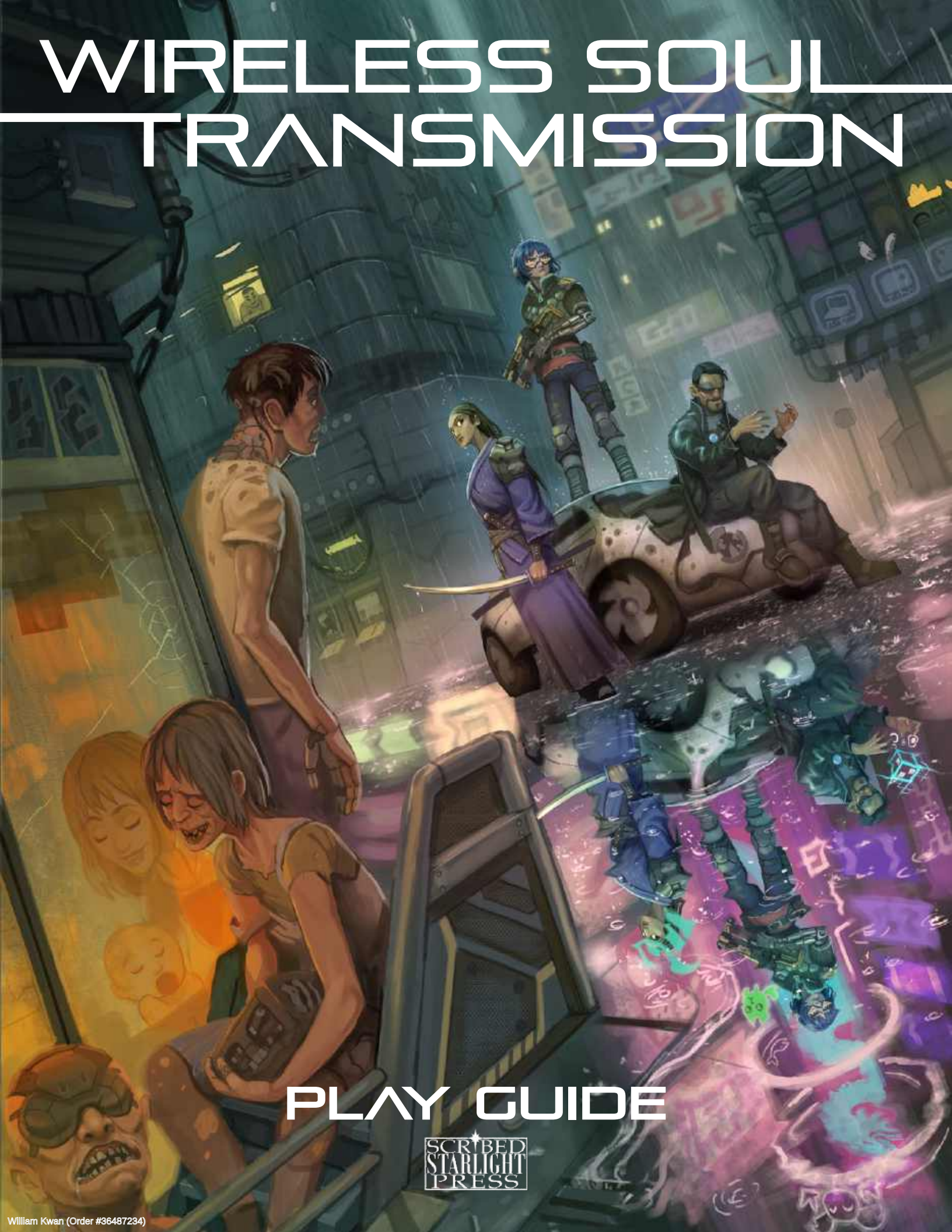
WIRELESS SOUL TRANSMISSION



PLAY GUIDE

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William Kwan (Order #36487234)

Credits

Creative and Technical Director
Stephen J Orion

Art Directors:
Cassandra Rahmann
Stephen J Orion

Book Design & Layout:
Cassandra Rahmann

Editing:
Warren Layberry - DarkWater Editing darkwaterediting.com

Lead Artist:
Anthony Cournoyer - www.instagram.com/sorrow_scavenger

Artists:
Mike Ainsworth - TangledSyntax.deviantart.com
Anikakinka - anikakinka.net
Karla Díaz Castro - karladiaz.cl
Brandon Dunn - www.artstation.com/imorunkontea
Robin Keijzer - robinkeijzer.com
Marion Musial - www.arionsoftware.com
John Petersen - petersenart.com
Sarah Puett - sarahpuett.artworkfolio.com
Leon Woon Ir Vin - leonwoon.artstation.com
Maciej Zajorski & The Forge Studios

Lead QA Team:
James Andrews
Daniel Edwards
Belle Hammond
Toby Latcham
Sean Maas
Cassandra Rahmann

With special thanks to all the people who helped us test and develop Wireless Soul Transmission from its humble beginnings.

Cover Illustration: *Six years after the Shatter* by Anthony Cournoyer

Found an error?

Alas we poor humans are such fallible creatures and as many eyes as we've put this past, some issues were bound to slip through. The important thing is to let us know! Please contact us at:

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This is quite possibly the greatest game you will ever play.

Not because we made it that way, mind you. Oh, we have certainly put a ton of hours into crafting something amazing, have no doubt, but it's not what we've done that will make this an unsurpassed gaming experience. It is what you will do.

That's the secret of role-playing games; collaboration. Collaboration between you and us and (more importantly) between you and your friends at the table.

I can't tell you where that collaboration starts for you, but I can tell you where it started for me. I was playing Capcom's Resident Evil 4, and I ran into a ramshackle brown picket fence, barely more than knee high. I couldn't step over it or jump it. I couldn't kick it over, or burn it down, or create an intricate rope and lever system to tear it from its supports.

You see, the game didn't exist over there, and even if it did, there was no mechanic programmed into it for me to jump or kick over a fence. There certainly wasn't one for me to scratch-build a siege weapon and obliterate it with boulders from a trebuchet.

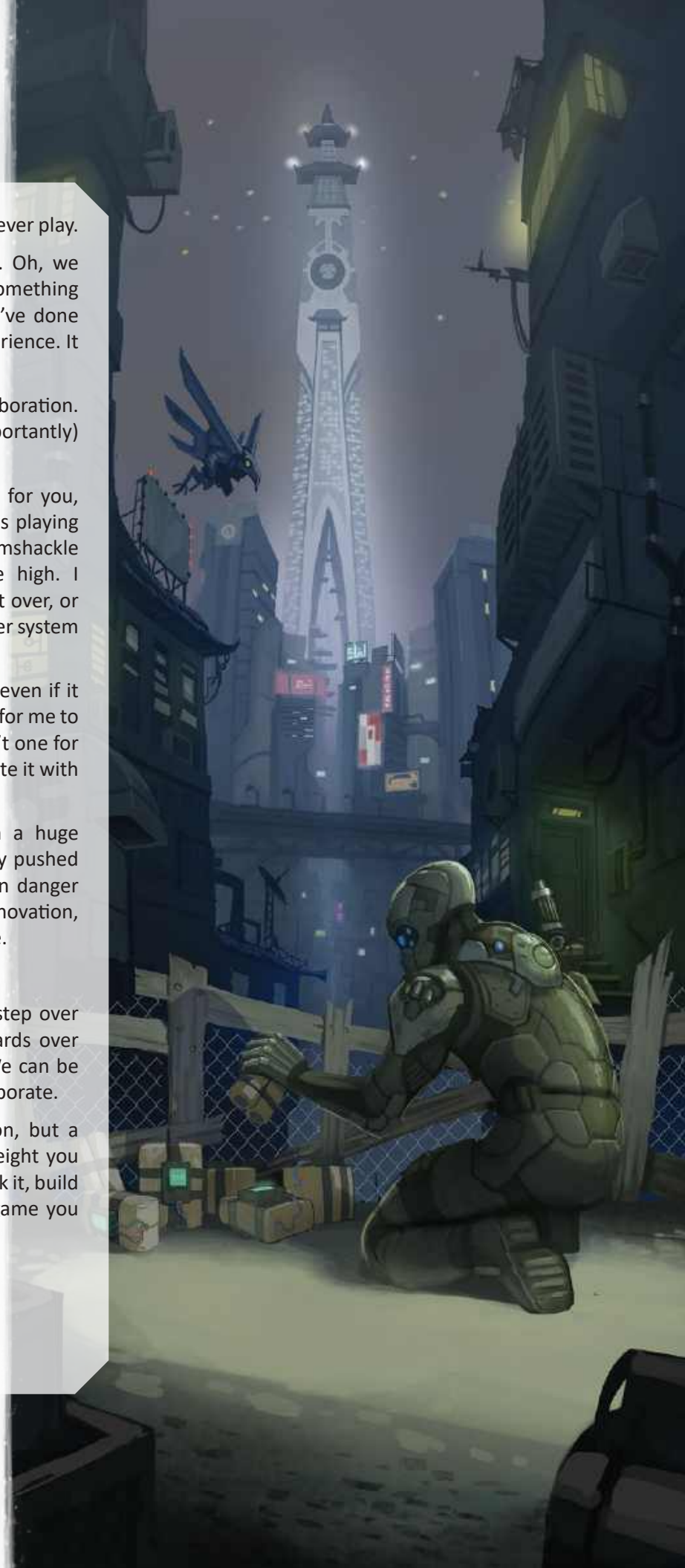
Capcom spent six years on that game, with a huge team and a frightening amount of money. They pushed boundaries and reinvented a series that was in danger of stagnating, yet for all their resources and innovation, they couldn't go beyond the brown picket fence.

But we can.

And we can do it any way you want. We can step over it, or bulldoze it, or ride a motorcycle backwards over it while firing an autopistol with each hand. We can be precise, or cool, or wildly and unnecessarily elaborate.

These rules are yours now, not to be a prison, but a precipice from which to leap and reach any height you want. Take what we've written and bend it, break it, build on it, and I promise this will be the greatest game you ever play.

—Stephen J Orion,
Creative and Technical Director



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INTRODUCTION

HOW TO USE THIS BOOK

WHISPERS IN THE WIRELESS

Six years ago, we lived in an advanced society, an enlightened empire inhabited by dozens of species across hundreds of worlds. Direct neural interfaces (DNIs) were near universal; with just a thought we could communicate, control devices, or stream an experience directly into our minds. With a DNI you could control augmentations and the body you were born with was no longer a limitation. With a cyber arm, you could be as strong as an Olympian; with a cyber leg, you could outrun a cheetah. It seemed we had transcended all limits.

But six years ago, the dream became a nightmare. Something found us in the wireless.

We called it the Whisper. It was an indecipherable voice that reached out to us all, wormed its way into our minds through the wireless, and broke us.

Billions died.

Billions more went mad, lost in echoes of their previous lives without the barest spark of intelligence remaining.

Only a few survived; those who had shunned DNIs and augmentation, those with high-end neural firewalls and those who were just plain strong-willed enough to endure the unknowable instructions that came across the wireless that day.

But the Whisper isn't gone, its digital murmur still haunts the minds of the augmented, and its servants now wander the streets with purpose both murderous and strange.

It is not destroying us, not actively, but those of us left no longer resist, we just survive. If nothing changes our prospects are bleak, we will just quietly die out with no one to replace us or mourn us when we're gone.

We must not allow this. We are the generation that will either rise to defeat the Whisper…

…or be extinguished by it.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game is collaborative storytelling between friends. A game master narrates a scene, provides the antagonists, the extras, and the sidekicks. Everyone else at the table plays one of the heroes.

The heroes (and other characters) have stats to determine what they're good at and dice are used to represent the vagaries of fate. It looks a lot like this:

Game Master (GM): Mei, you enter the garage through a side door. It's dark, and stacked crates form boxy silhouettes that loom over you. You hear the hollow call of a collector across the wireless. It rolls a 14 vs everyone's IC defence. How'd you go?

Cas (playing Meiliir): I'm fine

James (playing the Surge Protector): Me too.

Toby (playing Chubs McGuinness): I may be less fine...

GM: Chubs, you hear your augments call back to the collector.

Cas (Meiliir): Can I see it? Can it see me?

GM: Roll *stealth*.

Cas (Meiliir): Twenty-two.

GM: You see the collector lumber into the room. It doesn't seem to notice you as its misshapen head sniffs at the air. It's advancing towards the main garage doors.

Toby (Chubs): Surge Protector and I are still in the car outside, right? I want to smash through the door and ram this thing. I roll a twelve on my *drive*.

GM: Not a great result, but the collector isn't exactly expecting your car to come smashing through the garage door like it's tinfoil. You slam into the big machine at thigh level. Its talons scrape the concrete, and the tires squeal until you've forced it all the way across the room to pin it against the far wall. We're definitely in combat now, so Surge Protector, it's your turn.

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James (Surge Protector): I pull my pistol and shoot it in the face. Eighteen on my aimed shot.

GM: Hit location?

James (Surge Protector): Eleven, so more the lungs than the face – still good though.

GM: The round deflects harmlessly off its steel chest plating.

James (Surge Protector): Oh.

Toby (Chubs): Oh no.

GM: It's now the bad guy's turn. The collector can't reach you past the hood, so it fires its harpoons, one each. Chubs, eleven; Surge Protector, nineteen. It's vs cover because of the car.

Toby (Chubs): Miss

James (Surge Protector): That's definitely a hit.

GM: The harpoon shatters the windshield and pierces your shoulder, and the cable goes taut. Toby, it's Chub's go.

Toby (Chubs): I back the car out of the garage.

James (Surge Protector): Wait, what!?

Toby (Chubs): Bye James!

GM: The Surge Protector is ripped from his seat by the harpoon as the vehicle races back out of the garage. Cas, you're up.

Cas (Meiliir): Why did we attack this thing again? Nineteen *melee* to leap over the crates and cut the cable with my katana before it can reel Surge Protector in.

GM: Success, you appear out of nowhere to sever the cable with a neat slice and then fall into a guard facing the collector

Cas (Meiliir): Okay, now what?

HOW DO I WIN?

The same way an actor wins at making a movie: by working with your colleagues to tell the best story possible. By making your own character as memorable and pivotal to the story as you can. Also, and perhaps most important, by having fun.

Most adventures will have a particular objective as well, according to the designs of the GM and the interests of the players. One group might strive to understand the Whisper and, if they're very lucky, find a way to stop it. Another might focus on developing a settlement of survivors until they're able to resist the perils of the apocalypse and thrive in this dark new world. A group might even focus merely on surviving for a few precious weeks. The options for adventure goals are defined only by the ambitions of the people playing, and not by any direction these rules provide.

WHAT WILL I NEED?

- Two or more friends to play with, at least one of whom is willing to be your GM.
- A set of gaming dice (d4, d6, d8, d10, d12, d20 most game shops carry these)
- character sheets (you can print these from the end of this book or use our character creator app available at www.scribedstarlight.com)
- At least one copy of the *Play Guide.*
- The Game Master will need a copy of the *Mastery Guide*.

WHAT'S IN THIS BOOK?

The *Play Guide* contains all the rules necessary to create, equip, and play a hero in *Wireless Soul Transmission*. It also contains art and stories intended to help place you in the universe and inspire many great games to come.

Some people will read this book cover to cover, but for most, it's enough to hone in on the relevant sections. You don't need to know how all the classes work, only the one you're playing. The same is true of all the rules – learn what you expect to use, and look the rest up only when necessary. It's a game, not homework.

The *Play Guide* does *not* contain any rules for creating an adventure to play, or running one as a GM. To keep spoilers at bay this information is only in the *Mastery Guide*.

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Nanakorobi yaoki

Come. Come, sit. Sit. Now, Master Ren wants us to talk about the migration, so the migration is what we're going to talk about. No groaning in the back, if my old voice can say it, then your young ears best hear it.

Up till 2050, I think most of us thought Earth was the centre of the galaxy. We kept packing more people in like it would never run out, but running out it was. If you can name a resource, you can assume we were almost out of it back in 2050. Almost out of it and fighting over what was left.

That's when the Averyn arrived and told us we were being annexed by their empire. Hah, like they'd have wanted Earth back then if they knew the mess we'd gotten into, but that's the Averyn for you. Always with their eyes at the level of the stars, and never bothering with little details like planets.

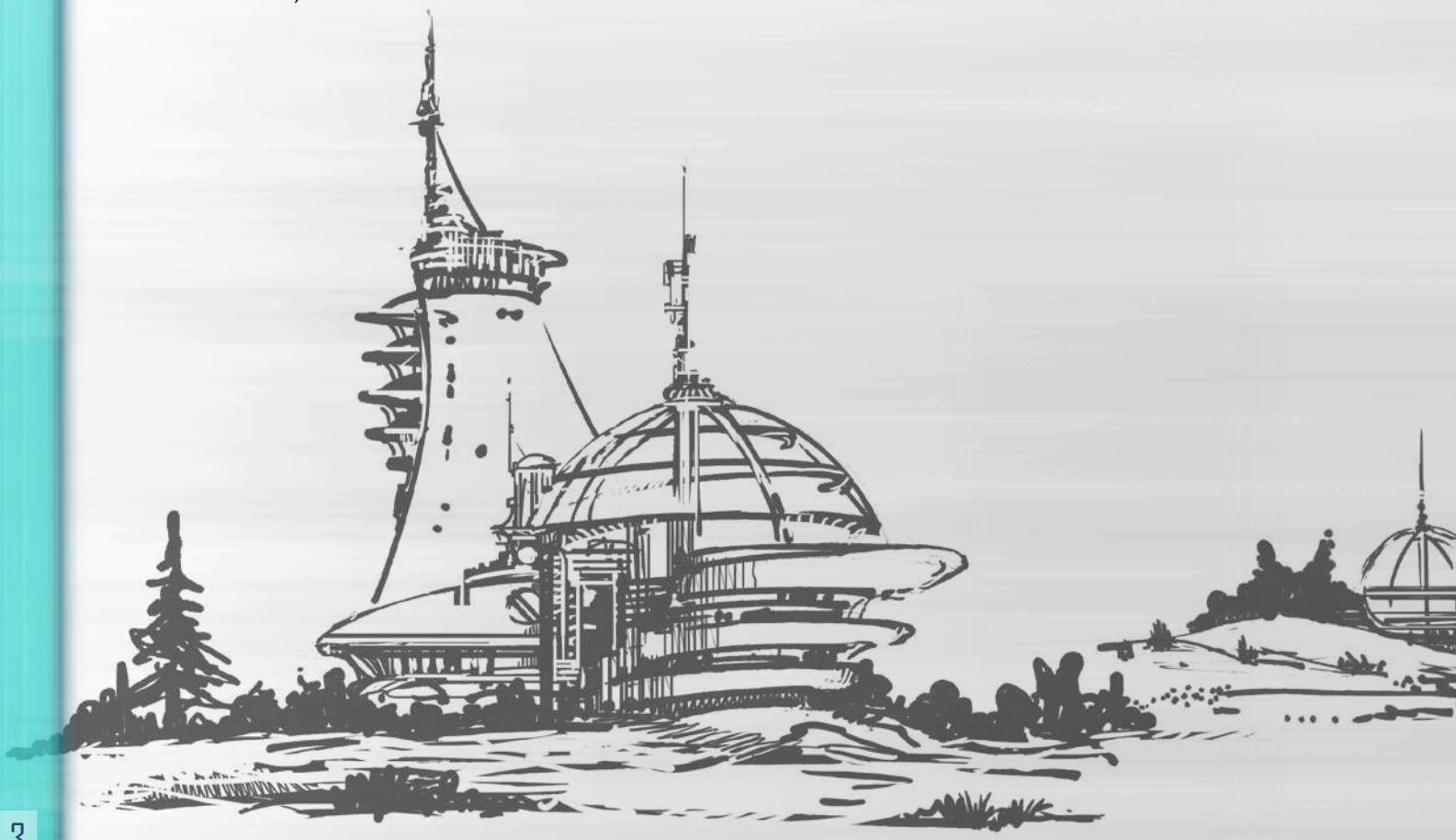
Still, I suppose that suited everybody just fine then. We'd obey all their space laws, and they'd leave us to run the Earth in our own destructive way. Pretty sure every Averyn who set foot on the Earth figured we wouldn't make it past the century. They'd seen it all before, of course – civilisations that just brushed the stars with their fingertips before pulling back and dying on some depleted rock.

Prime Minister Kaori Nagano of Japan… do you know that name? You should, without her none of you whelps would have been born. Anyway, she came up with the Great Plan: Chikyū-Ni. Earth-Two.

Under that banner, Nagano brought together governments and corporations and idealists the likes of which you couldn't imagine. For one year, they put their differences aside and found a way to live even leaner than they were already. You think it's hard living on rice, try living off millet, hah!

2051 became the year of the scholars. Chikyū-Ni sent young people from across the world to every corner of the Empire. They were to learn about the aliens and their technology, who might be willing to help us, who might be able to. Most importantly, they were looking for a new world, nitrogen, oxygen, water – all the things you lot seem to take for granted.

And there it was, Hansei.



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But we still had to get there, and at the time, no one was going to help us, but they could be made to; we just needed common ground.

And Chikyū-Ni's scholars provided it. They had learned the Averyn prefer a solid plan to an impassioned argument. They'd learned the Hulgari wanted desperately to be seen as our dependable older brother. They'd learned that almost every species felt some amount of guilt for those who'd hadn't made it. Nagano took everything we'd discovered and found a tale that would resonate with every species.

This was our mistake, but we have learned.

We are better than this; more than mere hopes and dreams, we have a plan. We have learned.

Don't let this be our last chance. Don't let it all be for nothing, we have learned!

So, Chikyū-Ni was given money and ships and Averyn technologies the equal of which you might never see in your lifetime. All to bring us here, to Hansei. First, they bought a thousand people, then tens of thousands, then millions. They built cities in months that would've taken decades on Earth. Those first great corporations created an economy out of thin air, and before you knew it, we were producing goods and services that people wanted systems away. Then those laws that governed between the stars started to matter, but we weren't just some misbegotten planet on the fringe anymore.

That's about when we cranked out the first cyborgs. The Averyn are an aloof bunch, but show them you can take a weak man and make him strong, a dumb man and make him smart, and suddenly they listen. The book of the Empire says not all species have equivalent capabilities, and we'd just set about rewriting it from page one.

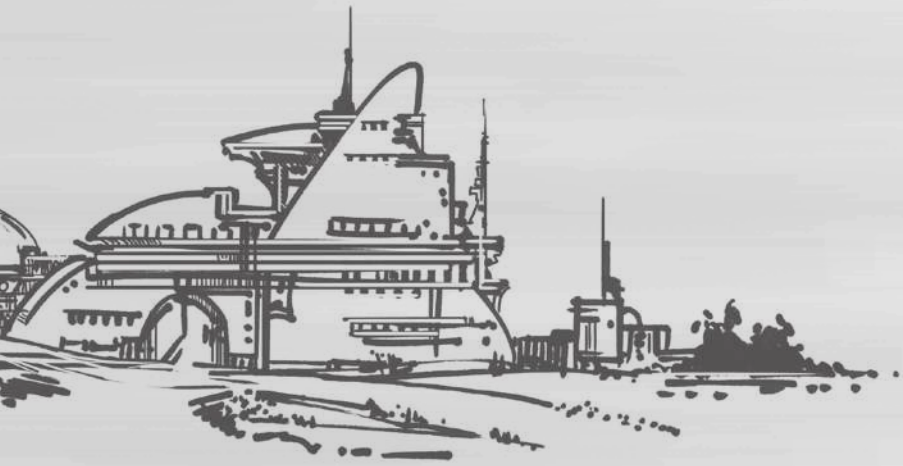
So maybe the Whisper is something the Averyn created to punish us, or maybe we finally got the Hulgari angry enough to take a stand. Maybe it was our time a hundred years ago and we only delayed it. Either way, you know the rest. That first scream across the wireless and all the people who died. The monsters that came afterwards.

All I can tell you is this: we've been here before – back on Earth, with everything running out and no one doing a thing to make it better. Someone will come, just like then, and they'll find a way to make it right. Could be one of you is that someone.

Nanakorobi yaoki – we fall seven times and stand up eight.

That is the human way.

That is your way.



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PART I

YOUR ADVENTURE PLAYGROUND

HISTORY OF THE APOCALYPSE

THE HOME YOU LOST

Our New Earth was a world called Hansei located in a region of space called the Verdant Crest. More than a name, 'Hansei' is an idea, it is the Japanese word for acknowledging a mistake and pledging improvement. This new homeworld was built from the ground up to replace all the destructive and divisive ideas of old Earth with a single unifying concept: *we are human*. There are no nations among the humans of Hansei, and no language or religion is officially recognised as dominant.

On one of Hansei's northern continents is a broad river valley that opens out to the ocean. Here, on the west coast, where the Gagarin river meets the Commodious Ocean, is Aratayo, the planetary capital, and by extension, humanity's capital. For many players, this is where your adventure will begin.

From the beautiful and heavily planned inner city to the temporary-turned-permanent workers' block of Rōdō-sha, Aratayo is iconic of everything Hansei was supposed to be, and some of what it wasn't. It shines brilliantly with neon and wealth on the surface. Arcology towers soar above the skyline, lush parkways weave through the city, and a smart drive network (SDN) keeps traffic gliding through the underground motorways without congestion.

If you look past the surface, you can find the dark spots in Aratayo's glamour. Like Rōdō-sha or the Stacks, where the city expanded too fast, and crime and poverty bled through the gaps in the founders good intentions. Even the great arcologies themselves, though glittering on the surface, house zaibatsu super corporations, whose reward for supporting Chikyū-Ni was near limitless power within their enclaves.

The truth is, even if Aratayo had been perfect, it wouldn't have been any more prepared for what followed.

THE SHATTER

April 24, 2141. Your memories of the Shatter are indistinct, some traumatic details have been repressed by your mind, and others were blurred by the staggering impacts of the Shatter itself.

You remember that what became known as the Whisper started as a scream. The scale of it as it struck across the wireless was beyond comprehension, and the hours afterwards are a haze.

But you survived. Once you regained your senses, you would realise that such survival was far from guaranteed. Almost everyone in Aratayo was connected, and for every person that survived, there was someone who hadn't.

It was like waking from one nightmare into another. In every room, people stood dazed, bodies scattered on the floor around them. The faces are still with you, eyes bulging, lips blue. You kept trying to 'get outside', but even once you were outside, it was just more of the same – the hall, the lobby, the street, all the same. The scale was inescapable.

Heart attacks the experts would eventually conclude, *autonomic shutdown from neural overload*. Clinical words. Words ill equipped for the magnitude of what had happened.

You couldn't have expected more, the authorities were crippled; police, fire, medical and every other service had lost thousands, tens of thousands of employees to the disaster. Aratayo had been a city of over thirty-three million, and some sources claim the Shatter had struck down nearly half the adult population.

Calls for help went out to surrounding cities and towns only to find they had suffered the same attack. Offworld content had disappeared from the feeds and the media claimed that efforts were being made to contact nearby colonies. *Efforts…* at what had once been effortless. Most likely the Shatter had damaged the planar relays. The alternative, that the disaster stretched across multiple star systems, that the Empire might be gone, was too horrifying to process.

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THE WHISPER BEGINS

Speculation was rife. Was this some sort of accident, or had someone consciously engineered the greatest mass murder in human history? Who could have done such a thing? The Hulgari? One of the zaibatsu? Invaders from beyond the Empire? No one came forward to claim responsibility.

Gradually people turned to the work at hand. Dealing with the dead became the number one priority. With so many deceased, quick action was critical to avoid disease, and there could be no question of individual ceremonies. Only the richest families could afford to buy space in mortuaries until funerals could be held. For the rest, vast crematoriums were re-purposed from industrial facilities and they burned around the clock. Emergency services drafted every person and drone they could. It was grim work, and it was about to get worse.

As the day wore on, communications and computer systems began to fail in steady succession. People began to speak of a barely perceptible sound they could hear in the wireless. Soon, all the connected were hearing it, and it was louder, clearer. It wasn't just a sound, it was a voice. A whisper.

Occasionally someone would pause what they were doing, cock their head to listen a little closer to the Whisper… and then they'd be gone. The body remained, but the mind was somewhere else, lost.

These 'lost' would meander the streets, sometimes picking up threads of old activities, sometimes just staring unblinking into the distance. Most were seen as mental trauma victims who'd snapped, and with no official resources to spare, they were left to their families to tend to. Some would recover after a few hours, lucid and with memory of their actions, but no memory of why. Whatever they'd been doing had just seemed important.

Soon the phenomenon of the lost would become epidemic. Within twenty-four hours, basic services were starting to struggle from the number of departures. By the end of the second day, dedicated efforts were being made to understand and treat this new and frightening problem. Public warnings were emerging about not listening too closely to the so-called Whisper on the Wireless.

It was not enough. At mid-week, the lost outnumbered the cogent survivors, and by the seven-day mark, they nearly outnumbered the dead as well. The 'lucid and living' were now the exception, and as every public and commercial service crashed, basic survival had to take precedence over concerns for the lost.

THE HORRORS EMERGE

You can't be certain when the first of the lost turned. Some say it was at a military base where the last of

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the Hansei Planetary Defence Force were attempting to stockpile supplies. Others claim it was in a hospital where the doctors were isolating and researching the Whisper's victims. Maybe there'd been berserkers right from the start. Certainly, there were stories about individual lost having violent outbreaks from the very first day, but at the time that seemed like rumours bred from fear of the unknown, the damaged.

Whatever the case, it soon became apparent that a small subsection of the lost were now dangerous. The term *berserker* emerged for those once-catatonic individuals who had become violent. It was clear something was directing them, but not to what end. They would gather together to swarm one band of survivors and then completely ignore another.

You remember some efforts were made to clear out the berserkers, sometimes even proactive attacks on the lost. That was when the Whisper's other horrors began to emerge. Some were just heavily augmented lost, some were autonomous military systems turned on the people they were meant to protect – and some were entirely new creations, outright monsters that could stride through gunfire and saw a man's arm clean off, or worse. Before long those who attempted to resist died, or fled.

With that shift, the end of the old world was complete. The streets belonged to the Whisper. Its intonations were a constant accompaniment for anyone with a wireless connection, threatening to turn them in any moment of lapsed vigilance.

For you and everyone else, the key now was survival. Food, water, shelter – the rules for acquiring all these had changed, and you would have to adapt or perish.

THE ELEVENTH HOUR

It's been six years since the Shatter. The thread by which life in Aratayo hangs is starting to fray. Easily accessible food is spent, pre-Shatter machines and systems are starting to break from improper maintenance, and the survivors are no closer to understanding the Whisper. Even the zaibatsu corporations, secure in their fortress-like arcologies, are beginning to show dissension as some argue that they can't simply outlast this problem.

Some are not content to wait for the end of times. A new class of warrior is emerging to tackle the Whisper – mercenaries with powerful augmentation, hackers with intuitive mastery of the wireless, nano-augmented samurai from the corporations, and even scrappy disconnected scavengers who have never heard the voice of the whisper. You must take your place among them, brave the streets, and find a way to push back against the dark edges of the wireless.

William Kwan (Order #36187234)

ALL QUIET ON THE WIRELESS

A Ginbushi? Yeah, I met one at a wired bar called the Last Domain. The place was a dive, and it had worse people coming in it all the time. Honestly, I'd have stopped going there if it weren't that I owned the place.

This one day though, this guy walks in and he had that... presence. He didn't say a word, hell, he barely made any noise at all, but all the talk in the room suddenly wound up all at once, and soon enough we're all looking at him.

Eyes like mercury he had, and there was a stillness in him like nothing could move him 'less he wanted it to.

Anyways he warns me straight up that a banshee's coming, and I should leave.

I'm not right sure how to take that, but it's too late anyway. I'm no aug, so I don't hear it, but I can see the howl sweep across the bar behind him. In an eyeblink, it all goes to shit, and the parts that had already gone to shit get worse. One aug just starts smashing people's heads with a metal fist; another only has a wireless implant, but he's just biting anyone he can get his hands on. In the corner, this guy starts trying to cut his own cyberleg off with a pocket knife, his mouth open like he's gonna scream, but nothings coming out.

Meanwhile, my guest at the bar, he's got two swords on him, a katana and whatever that short one is. Guess that second one's just for show because he doesn't use it, but that doesn't mean he didn't clear out the whole frickin' bar in the time it takes me to get my piece from under the counter.

And that stillness never left him, it was like everything else was just moving around him. Like the berserkers just fell on his blade as he went through some practice drills or something. He might have been checking his damn mail.

Anyway, it all ends with him standing back at the bar, his sword clicking back into its sheath.

Oh, and me with my shotgun pointed right at his face. Damnedest thing, I had him dead to rights, but I was shaking like a willow in the breeze...

And he was as calm as the night sky

AWETECH-9

William Kwan (Order #36487234)

ALIENS, EMPIRES AND THE CORPORATIONS

THE EMPIRE

When people in the Orion Arm of the galaxy talk about the Empire, it needs no clarification; they mean the Averyn Empire. It spans several hundred inhabited worlds, thousands of star systems and governs dozens of species. Larger than any known empire before it, the Averyn Empire displayed no signs of waning.

Before the Shatter, the Empire once maintained interstellar order, taxing trade and legislating the interactions between space-faring nations. How planets chose to rule themselves was largely outside the Empire's interest, but attempts to extend governance beyond a single star system were strictly prohibited.

Historically, the Empire served the galaxy well. Those species most suppressed by it have been widely viewed as inherently warlike or cruel, and the rest of the imperial subjects have found great prosperity. Even the most cynical humans are forced to acknowledge that our success on Hansei was as much a product of imperial advice and technology as it was human ingenuity.

The Empire After the Shatter

From the surface of Hansei, it's impossible to tell the fate of the Empire, but the signs are not good. Certainly, the local offices of the Imperial organisations were early targets of the Whisper and are now abandoned but for the lost, or destroyed completely.

Beyond that? With all communication severed and space travel now unsafe, the Empire's laws are no longer relevant. If anything remains of the sector fleet, it has nothing left to enforce and only an intangible signal on the wireless against which to fight.

Yet somehow, despite six years of silence, the idea of the Empire endures. Somewhere, in a hidden corner of their hearts, most survivors still expect that the Empire will return, eventually, and come to the aid of its stricken subjects.

THE AVERYN

The Averyn have been a space-faring race for over a millennium. The Empire, and their position at its head, has long been their defining feature. For most, the Averyn are seen as higher beings, creatures whose understanding of the universe borders on the divine. For humans, relative newcomers to the galactic community, they seem distant and dispassionate.

William Kwan (Order #36487234)

Averyn After the Shatter

There were fewer than ten thousand Averyn on Hansei before the Shatter, and almost none of them survived the immediate aftermath. Most were in strategic or leadership positions that made them early targets for the Whisper.

Those that survive are frequently found as leaders for settlements or scavenger groups. While most Averyn were offered sanctuary in the arcologies after the Shatter, few took up the offer. The corporations describe them as too proud while the Averyn describe the corporations as too self-interested.

For the normally aloof Averyn to go hands-on with a planetary problem suggests the Shatter even has them rattled. Then again, with no functioning starships and no way of contacting the rest of the Empire, they're just as trapped on Hansei as everyone else.

THE HANSEI LEGISLATURE

Because the Empire only rules the stars and not the planets themselves, Humanity has been granted sovereignty over Hansei's surface affairs. In 2055, the Hansei Legislature first convened as the core ruling body of Hansei, led by a council of four presidents. All members are democratically elected, and a pledge not to repeat the mistake of Earth is enshrined into the constitution.

Like earlier human nations, Hansei has many lower levels of government, but the Legislature is broadly considered the human government. No planet is allowed to own warships, but the Legislature did maintain the Hansei Planetary Defence Force, a planet-wide military organisation intended to prevent local conflicts and defend against any external threats until the Imperial Fleet can arrive.

The Legislature After the Shatter

Of all the institutions in Aratayo, the Defence Force and the Legislature were hit hardest. All four presidents are confirmed dead, along with almost every member of the executive, legislative, and judicial bodies of government.

The HPDF were perhaps the most heavily augmented military forces in the Empire, and as such, they were obvious champions for the Whisper. A handful of willful individuals avoided domination, but these holdouts lasted mere hours against the full force of their comrades.

THE HULGARI

The Hulgari are our neighbours in the Verdant Crest and, compared to humans, a slow-but-steady race. They've been a part of the Empire for over a decade longer than humanity and yet have far fewer colonies.

Unfortunately, Hansei was founded in what the Hulgari considered to be their sphere of influence. They contested human ownership, attempting to claim the planet with an unlicensed colony named Joulan. Though humanity now controls the planet, the Hulgari colony still exists as a self-governed enclave in the southern hemisphere.

The Hulgari are not an aggressive species. Their continued displeasure, expressed in passive aggressive blog articles, appeals to the Imperial Court and boycotting of human goods. This last, at least, saved them some of the savagery of the Shatter.

The Hulgari After the Shatter

When the Shatter struck, barely one percent of Hulgari had a DNI, and almost all of those were on Hansei. Despite the presence of their colony elsewhere on the planet, the Hulgari population in Aratayo was under five thousand.

These survivors maintain a Hulgari-exclusive settlement on the city's fringe called the Refuge. Since almost all surviving Hulgari have concentrated there it is one of the largest single settlements in Aratayo.

Many humans eye the settlement with distrust, noting that the Hulgari were the least affected by the Whisper and had plenty of motive for undermining a human technology. In turn most Hulgari maintain the Whisper is yet another malice of ultimately human origin.

William Kwan (Order #36487234)

THE ZAIBATSU

The twenty-three companies that had been most influential in the founding of Hansei were awarded certain super-legal privileges after colonisation. Popularly called zaibatsu, after the Japanese super corporations of the twentieth century, these companies would be granted the right to construct arcology enclaves. Each arcology must be entirely self-sufficient, but in return Hansei's laws would not extend across their walls. Within, the Corporations could set their own rules, and police them however they chose.

These arcologies somehow avoided the destruction that befell the government and military forces. Perhaps, as they claim, they had superior precautions. Perhaps they simply occupied a Goldilocks zone between the military (who were too important a target) and the common individuals (who were too poorly defended). Either way they reinforced their position by being among the first to ban anyone with a DNI from entering their walls.

Whatever means preserves their sanctuary, the zaibatsu now represent the largest pre-Shatter entities, with unrivaled capacity for research, manufacturing, agriculture, medicine, and combat. Despite their capabilities, only one corporation has ever attempted to fight the Whisper, and any assistance the rest provide to other survivors comes at a hefty price. It is popularly said that the arcologies' ability to oppose the Whisper is rivaled only by their disinterest in doing so.

Of the twenty-three zaibatsu, the most well-known are:

Tencom

Sector: communications
Ginbushi clan: Whiteblades

Telecommunications giant Tencom is best known for pioneering the direct neural interface (DNI) that would make the cybernetic revolution possible. As a result, many believe Tencom is responsible for the Whisper, either intentionally for reasons unknown, or as a result of an AI experiment gone horribly wrong.

Unique among the zaibatsu, Tencom must occasionally defend its expeditionary parties from both the Whisper *and* other survivors.

Itero Family

Sector: finance
Ginbushi clan: Stillwater

Before their spectacular donation of two trillion dollars to Chikyū-Ni, most people had never heard of the Itero family. This privately held company represents a family investment portfolio that has been sharply growing since the First World War. The Itero family are notoriously secretive, their investments diversified and hidden across numerous subsidiaries, but modern estimates suggest ownership of as much as 0.8% of the entire Verdant Crest's economy.

Even more than their counterparts, the Itero family are holding out hope that the Empire is still coming and that everything will be set back how it was. Though their control of the currency and arkets* has made them wealthy in the post-Shatter world, it is a petty wealth compared to the interstellar fortune they once commanded.

Stratum Electric Power Company

Sector: energy
Ginbushi clan: Vipersky

Known for its relentless advertising campaigns, Stratum is Hansei's largest energy provider. The corporation handles everything from domestic extension cables to warship fusion reactors, and their expertise was critical in engineering Hansei's first planned cities.

Unlike many corporations, Stratum serves a function that is very much still in demand since the Shatter: power. Speculation abounds as to who they're really serving by keeping the urban grids powered, and a popular urban legend suggests an attempt to pull the plug at the Aratayo power plant led to a massive counterstrike by the Whisper.

** Colloquialism: 'Arcology Market', see p.140 for more.*

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Raker Construction

Sector: civil engineering and building management
Ginbushi clan: Yuki-onna

In a fairly literal way, Raker construction was the company that built Hansei. The plans for the initial cities were designed by them, the blueprints for the macro-fabricators were programmed by them, and the internal fit-outs were installed by their teams. This pattern has continued since, and some estimates suggest Raker involvement in over twenty percent of all multistory structures in the Verdant crest.

When the shatter hit, Raker attempted to hit back. They constructed Faraday-shielded safe zones and gathered together survivors. They ran heavily armed convoys beyond the city limits to secure farms and water supplies to ensure long-term survival. They targeted peacemakers and collectors without restraint, herding the lost into camps for study.

Then they were destroyed by the Whisper. Not a single Raker facility remains. Their entire leadership group is dead or in hiding, and their Ginbushi are wiped out.

Neko Neko Media

Sector: advertising, news, music and entertainment
Ginbushi clan: None.

Of all the zaibatsu, Neko Neko Media probably did the most to enable Chikyū-Ni. Their clever re-branding and careful use of air time on alien broadcast and streaming services meant almost every race in the Empire saw something familiar in humanity. Without Neko Neko Media, humanity would have been just another imprudent race whose self-destruction was a blessing for the imperial community – a tragedy, but a blessing nonetheless.

This same clever branding may be why the company is still held in such high regard, despite hosting some of the worst labour conditions of any zaibatsu. Before the Shatter, people were lining up to be locked in the Neko Neko content farms, oblivious of rumours of predecessors who had literally died at their desks.

Oddly, Neko Neko has continued to provide content since the Shatter. Old-world entertainment programs are interspersed with post-Shatter survival tips from Nekobushi, an adorable cat samurai mascot quite incongruent with its brutal subject matter. Some cite this as evidence that the corporate executives have cracked, while others claim there is secret data in the broadcasts, instructions to a secret resistance hidden in plain sight.

William Kwan (Order #36487234)

PART II
GAMEPLAY

THE BASICS

THE RULES ARE NOT THE GAME

The chapter that follows details the rules that will be the framework for your experience in the *Wireless Soul Transmission* universe. Before we get into the rules, it's critical to understand that, unlike a traditional board game, a role-playing game (RPG) is defined by what happens *around* its rules rather than through them.

The rules help you understand how a character moves or throws a grenade or evades an attack, but by itself, those are just bland procedures and numbers. We don't expect you to be captivated by a character being able to move five squares instead of four; you're not going to get riled up by the statement 'the target has an evade of 17'.

The fun and the drama come from the story that you and your friends co-author *around* these events. The suspense comes from fickle dice that can blunt the best intention or flip certain defeat into astonishing victory.

To demonstrate this, you'll find these rules dotted with gameplay examples from one of our playtest groups. There is no single way *Wireless Soul Transmission* is meant to be played, but these excerpts should show one way it can be enjoyed.

RULE ZERO

Rule Zero is the first, most important, and often unspoken rule of any role-playing game: The game master can override *any* rule.

Why? Well that's the entire reason you play a tabletop role-playing game instead of an MMORPG. These rules were never meant to be the final word on your game, just the first. They are inspiration and guidance, and Rule Zero is a blank cheque to go beyond their constraints any time it would mean more fun, more immersion, or just plain be more interesting for your group.

In turn your GM's responsibility is to be worthy of your trust and never use rule zero for ego or malice.

Out of Body Experience
Sometimes in *Wireless Soul Transmission* you, as a player, will be aware of something that your character isn't.

Suppose you rolled horribly low attempting to bluff your way past a guard, but he seems to be buying your story.

As a player, you have every reason to believe the guard is now setting you up, but does your character know that? Your choices should reflect your *character's* perceptions of the situation, rather than yours.

If you're new to RPGs, this will probably feel wrong, after all why surrender any advantage? We invite you to try it; it takes a little practice at first, but trust us, it's way more fun.

GAMING GLOSSARY

Some of the following terms are known to most long-term role-players, so feel free to skip over any you're familiar with.

Adventure

An adventure is a self-contained story, like an episode of a TV show. It will often leave threads open for future adventures, but the players will end having succeeded, or failed, in the goal set out at the beginning of the adventure.

Campaign

A campaign is a string of adventures tied together over multiple sessions to tell a larger story.

Characters: Heroic

A Heroic Character is any character with a wounds tolerance score greater than 0. More often than not, it is these individuals that make or break the status quo.

The players' characters are always heroic characters, as are their most powerful nemeses and allies.

Characters: Minions

Minions are characters who are no match for the heroes. In battle, they fill out the majority of the rank and file soldiers; and in settings, they are the background characters and bystanders.

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Characters: Non-Player Character (NPC)

Generally, these are named characters controlled by the game master with a part to play in the unfolding story. They help move the plot forward and flesh out scenes in meaningful ways. The players can (and, in some cases, *must*) interact with them, and those interactions can have consequences. Though they can be heroic they certainly don't have to be.

Characters: Player

The term *player character* refers to the one character that a player controls as their major avatar. If a player gains control of a second character (such as by the network ghost talent Dominate), that character is not considered a player character.

d4, d6, d8, d10, d12, d20 and d100

Standard shorthand for referring to dice. To *roll a d6* is to roll a six-sided die. Roll 2d6 + 4 means roll two six-sided dice and add four to the total.

To roll a d100, simply roll two ten-sided dice, one for the tens and one for the ones – with double zeros meaning 100.

Encounter

An encounter is a group of one or more challenges faced by the players. It is probably best understood as being synonymous to a scene in a movie – the heroes arrive to confront a problem or foe, and the scene ends when that problem has been resolved..

Encounters often involve combat, but this is not what defines them. The heroes searching for an ancient book in a vintage library could just as easily be an encounter.

Game Master

Part narrator, part director, part adjudicator, part facilitator, the game master (GM) is the one running the game for the players. It is the GM who knows what is going on. The GM presents the story, controls the villains and NPCs, and oversees the advancement of the players.

Home Base

The party's home base is wherever they go to rest and recuperate between adventures. It is also where they maintain their stock of spare gear and ammunition and their home stash items.

A home base might be in a survivor settlement, an isolated safe house, or even on an old monorail that's been freed of its connection to the Whisper. As the story progresses, the heroes will likely shift their home base from time to time to keep it readily available.

Round

A round is a turn for every character currently in play. If a player uses a talent that lasts one round, it will expire as soon as every other player has had one full turn. Rounds are only tracked in combat.

Session

An instance of your group getting together and sitting down to play *Wireless Soul Transmission*.

Turn

A turn is one player's set of actions during combat. If a player uses an action which lasts until 'the end of their current turn', it will stop function immediately before the next player takes their turn.

William Kwan (Order #36487234)

YOUR AVATAR

Each player controls a single character as their avatar in the universe. In temperament and personality, that character may be as much like you as you choose. In skills, training, and capabilities, your character will probably be wildly different: they've lived through the Shatter and had to adapt to its unique dangers.

Some players will wish to familiarise themselves with character creation before learning about gameplay. If this is you feel free to skip to Part IV (p.63).

For everyone else: try not to worry too much about how a character's skill set is determined, or what weapons and talents they might have. What's important for now is understanding how basic gameplay and combat works.

MEET THE PLAYTESTERS

You've already seen our playtesters in action very briefly in the introduction, but since you're about to see them play a short adventure we thought more formal introductions might be in order.

We mention below what class and origin these players built their characters from. While this is predominantly for future reference we invite you to take note of how the different classes play.

Cas is playing **Meiliir Whiteblade**. As a *ginbushi* (class), her specialty is close combat, and her ability to evade attacks enable her to close quickly. She was trained by the *Whiteblade Clan* (origin), preeminent swordsmen among the ginbushi and guardians of the Tencom communications zaibatsu. Though Cas tells jokes 'out of character', Meiliir is a sombre and often direct individual.

James is playing the **Surge Protector**, a *system guardian* (class). Though he's adept with computers and engineering, his real specialty is protecting his teammates from wireless attacks by the Whisper. James started with the *guardian of the people* origin and adjusted it to make the Surge Protector – a former mascot for Stratum Electric Power Company turned vigilante. Unlike Cas and Meiliir, James and Surge Protector are fairly similar, both are light hearted and committed to keeping the party more or less on track and honest.

Sean is playing **Stagg Mortlock**, a *disconnected* (class). Though perhaps not as powerful as the others, his class is unique in having no connection to the wireless. He cannot suffer wireless attacks or fall victim to the Whisper. Sean liked the idea of being an imperial agent, but since the only imperial agent origin is for network ghosts, his GM created a custom background by blending this origin with one from the *disconnected*. Having crash landed near Aratayo, he's received no word from his handlers and is now operating independently to try and stop the Whisper. Sean plays Stagg as a dry-humoured results-oriented character.

Toby is playing **Chubs McGuinness**, a *network ghost* (class). He has great skill with computers, and is a crack shot from a distance. He is playing the *private agent* origin – Chubs was a private detective, helping survivors locate missing (and oftentimes lost) family members or belongings from before the Shatter. Although this background sounds broadly altruistic, Toby implies Chubs McGuinness might be a fraud and with this in mind he is the least afraid to leave a sea of chaos in his wake.

William Kwan (Quo: 2018/23)

STARTING YOUR ADVENTURE

To begin with, your group's GM will set up the premise, i.e., how you came to be in the present phase of the adventure. If you are your group's GM, make sure you have a copy of the *Mastery Guide* as it alone contains advice on how to do this.

Next, your GM will detail the location you're currently in a little more. Many GMs will put you in the action right away, so there's usually something significant to do before you move on.

GM: Let's get under way. Two corpses, lying in a cocktail of spilled ink and blood – anywhere else it would be old news, just another float in the parade of unfortunates claimed by the Whisper. Here, in the Itero Family arcology, murder isn't a part of the daily routine, so with a delightful old-world flair, someone has decided there should be an investigation. And since even the corporations know that the corporations can't be trusted, they've turned to you.

The apparent murder scene is a calligraphy room. Delicate paper with artfully drawn kanji writing are hanging on the walls, and cushions form orderly rows up to a glass-and-teak wall. At the wall, two discreet sliding panels give entrance onto a terrace.

At the centre of the room, the cushions have been scattered by a struggle. A large porcelain ink jug has been shattered, its dark contents pooling with the blood on the wood floor and soaking into the cushions. Amid the chaos, are the victims.

An Itero executive named O'Hara lies among the sodden cushions, slashed open like cheap packaging. His attacker is the other victim, an android with an outer layer of flesh sculpted in the unerring likeness of a human. Her nature is laid plain by the riot of bullet holes in her chest and face and by the foot-long blades that have folded out of her arms. You can hear the scrape and sigh of the Whisper in the Wireless around her. According to the survivors she was, or they thought she was, a handmaiden named Ryoko.

Cas (Meiliir): I think it was a suicide. Just putting that out there. Looks like a suicide, pretty open-and-shut case.

GM: Besides plenty of ginbushi guards, there are two witnesses present: Rei Itero and Aaron Wren.

At this point, your investigation can begin. There's evidence to examine and witnesses to question.

William Kwan (Order #36487234)

INTERACTING WITH THE WORLD

STATING INTENT

Once the GM has described the mess you're in, it's time to leave your mark. Just jump in and tell the GM what you'd like your character to do. Actions can have consequences, but there are no *wrong* answers.

Outside of combat (we'll get to that later), there are no 'turns' and characters can act in any order and with any frequency. Your GM will try to make sure everyone gets a fair say, but your characters have different specialties, and you'll often offer more input or less, depending on how your character fits the current situation.

If the action requires no real skill, your GM will simply describe the outcome of your intended action.

SKILL CHECKS

Most of the challenges players face, will require them to leverage the skill set of their fictional counterparts. Maybe you don't know the first thing about mechanics, but when the party needs to jury-rig an elevator, your character, a veteran grease monkey, jumps to the challenge.

To reflect this ability, characters have 'ranks' in different skills. A rank of 1 or 2 is a neophyte while 11 or 12 is a master who might be seen once in a lifetime.

When a character needs to do something with one of these skills, a skill check is used. A skill check roll is:

1d20 + Skill Ranks

What skill is appropriate is up to the GM, but it will generally come down to common sense. *Athletics* or *acrobatics* might get you across a chasm, *computer use* likely will not. There's a detailed list of the skills on p.122.

Often this book, and GMs, will refer to a skill check by simply saying 'Roll [Skill]' such as 'roll *engineering*'.

To know if your check result is enough you need to know the difficulty you're attempting to beat.

Difficulty

A normal skill check is a matter of either success or failure. Using our chasm example, you really only get one shot at it.

The difficulty is set by the GM, and they're not obligated to provide you a specific number. As a general guide:

DESCRIPTION	DIFFICULTY
Inconsequential – Little chance of failure, even for the inexperienced	5
Easy – Skilled hands have little to fear, but the inexperienced will find this challenging	10
Average – This requires a skilled character, and success is not guaranteed.	15
Hard – This would be impossible for a beginner, and even elite characters will take pause	20
Daunting – Failure is more likely than success, even for the best of the best.	25
Impossible – An elite character might just get lucky enough to make this work, no one else should even attempt.	30

If the skill check is **greater than or equal** to the difficulty, you pass.

In our books, we will use a value in square brackets to denote the difficulty of a skill check. A difficulty 20 chasm jump would simply be written as "to cross the chasm requires an *acrobatics* [20] check".

Interpreting success and failure

Success most often just means 'you accomplished what you were trying to do with no significant complications.'

Failure sometimes means you fail and *sometimes* means you face complications. Failing an *urbcraft* check to pursue an escaping foe might result in you not being able to pick up the trail at all *or* your GM might rule you stumble along, keeping pace but alerting a roving band of berserkers that attack your party.

A Natural Roll

Throughout these rules, we refer to a 'natural roll'. This is the number on the die, as distinct from the check result.

If a character has 6 ranks in *endurance* and rolls an 18, their check result was 24 but their natural roll was 18.

William Kwan (Quo: 36187234)

The most significant natural rolls are the natural twenty and natural one. The former indicates great success, sometimes with extra benefits or sometimes just indicating a task performed with skill and grace.

The latter indicates not just failure, but that things have gone just about as wrong as they can go.

Skill Check Requirements

In some situations your GM may require that a character have some idea of what they're doing to even attempt a check. A GM is well within their rights to disallow a character with no medical ranks from rolling an unmodified D20 against a check to synthesise a vaccine.

A skill check requirement might simply be that a skill is a class skill (see Skills p.122) or a GM may require a minimum number of ranks. In other cases the requirement might be an item or location – your GM may decide that a vehicle is so badly damaged it needs a full workshop for repairs.

Of course, the group might feel a check requirement ought to apply but the game master still allow you to make an attempt. While failure is all but guaranteed, a spectacular roll may just see the GM concede success. This is a good example of Rule Zero in action; if it's the perfect moment for an underdog success story, the GM may make an exception. Just don't hinge your escape plan on it – Rule Zero is an option, not an obligation.

EFFORTING CHECKS

An efforting skill check is a challenge that a character can pick away at rather than relying on a single burst of action. In an efforting check, the goal is more about completing the task quickly rather than passing or failing.

The basic mechanic is the same as for a simple skill check; however, a character may make the check multiple times (usually once per round) and add each new result to their previous one. As soon as the difficulty is met or surpassed, the check is accomplished.

DESCRIPTION	DIFFICULTY
Quick – An experienced character might finish this in a single round	20
Complex – A skilled character should expect to spend several rounds	50
Arduous – A character might spend an entire encounter working away at this task	100

Often it is impossible to fail an efforting check, and with an abundance of time, it is common to simply assume success. In other cases, the GM may establish a threat condition that occurs if the effort takes more than a certain number of rolls or if one or more of the individual results are below a certain level.

Hacking into a computer system is a good example of an efforting check. Assuming no one is trying to stop you, and you meet the check requirements, it is simply a matter of time. However, many systems have alerts that might trigger should the hacker make a mistake or if they take too long. These might cut the hard line to the network, or equally, they might summon guards or fill the room with gas.

In this book, a check to hack such a computer system, assuming 20 difficulty, would be written as a *computer use* [effort 20] check.

ROLLS AGAINST OTHER CHARACTERS

When a player attempts to use a skill against another character, the difficulty for the check depends on the victim's own skills and abilities.

Attack Rolls

When a character attempts to use a skill to directly attack another character, such as using *aim* as a part of a shooting attack, or *computer use* as part of a wireless attack, they roll against a fixed defence.

The four defences – **Base**, **Evade**, **Cover**, and **IC** – and when they apply are covered in more detail in Combat - Defending on p.43.

Opposed Rolls

When one character is actively attempting to resist or outperform another, an opposed check applies. If two characters are running and diving for the same loose firearm, they would roll opposed *athletics* to determine who reached the weapon first.

An opposed check simply means all characters involve roll a normal check for the appropriate skill. The character that scores the highest result succeeds, or at least succeeds *first* as per the nature of their contest.

Identical Rolls

A tie is a perfectly valid outcome for many opposed rolls. If two characters are contesting *force* to seize a

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gun, a tie would indicate that neither gotten an edge after a full round and they continue to grapple with the weapon.

In any situation where a roll would not make practical sense, both players should re-roll the check.

OTHER FACTORS

Which Skill Applies?

For most checks it will be fairly evident which skill should be used for the check. Occasionally you will come across a situation where it seems two skills are equally applicable. Grabbing a fast moving, heavy object might seem to need both the *force* skill, and the *sleight of hand* skill.

In cases where a GM feels two (or more) skills could equally apply, each player attempting the check may select the skill they prefer.

How long?

A check takes as long as it would reasonably take to succeed at something. So a check to smash a window (whether it succeeds or fails) would take mere moments, while a check to drive across a continent without being detected would take days or weeks.

Working Together

Depending on the nature of the skill check it may be possible for characters to work together to improve their chances. Generally you cannot assist in an advanced skill that you don't have ranks in (see Skill Check Requirements above).

On a normal skill check, a character who achieves a result of at least 10 on the same skill (or one the GM agrees could reasonably help) provides a +2 to the character who is making the main roll.

In the case of an efforting check, all characters contribute to the effort fully and independently.

Advantage

Sometimes a character will find other ways to enhance their chances of success. A character taking a difficult shot might find an advantageous position; an engineer might have access to a detailed schematic; or an infiltrator's stealth might be aided by inclement weather.

There are too many such circumstances to count, and certainly too many to create individual rules for, so *Wireless Soul Transmission* uses a simple advantage system. Where circumstances assist the character, you roll an additional d6 and add it to the check.

Disadvantage

Circumstances can also work *against* a character; heavy fog might help a *stealth* check, but it's likely to make other skills (like *piloting*) more difficult. In these cases, the GM might impose disadvantage: you still roll a d6, but this time you subtract the result from the check.

Luck Checks

There may be checks where success is affected predominantly by luck, not skill. If you're hoping for a foggy morning tomorrow, no amount of skill can create that event, yet it could still happen.

In such cases a GM may call for a *luck* check. In a *luck* check a player simply rolls a D20 with no skill ranks and hopes fate smiles upon them.

Retrying skill checks

Often failure is not the end on a skill check, and a player may make a second attempt. This is contingent on:

- Is there time: If your character is falling, you may be allowed a *react* check to grab a ledge. If you fail, the ledge would logically now be out of reach, making a follow-up impossible.
- Are you aware of failure: You might take a *medical* check to see if another character is carrying a dormant illness. On a poor result, the GM might decide you believe the character is infected, and though your low roll might make you, as the player, uncertain about the diagnosis, your character would be confident in their assessment, so a re-roll would not be permitted.
- Is the result an indication of expertise: You might make a *civilised lore* check to see what you know about a nearby settlement. A poor result means your character does not know much about the settlement, and a re-roll is not permitted as a character cannot suddenly 'know more' than they did a moment ago.

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THE PLAYTESTERS BEGIN INVESTIGATING

Toby (Chubs McGuinness): Well first things first, I think we need to speak to the android.

Cas (Meiliir): The dead android? Obviously – they're known for being talkative.

James (Surge Protector): Well, I've got an engineering kit so… let me look at my character sheet and see how much of a bad idea this is.

GM: You can, in fact, investigate the robo-corpse with some engineering. Just roll an *engineering* check.

James (Surge Protector): [Skill Check: James rolls 1d20 and adds his *engineering* skill of 4] Err… 16.

GM: Alright, that's not too bad. So, let's talk about the android. Firstly I should tell you androids aren't a thing in the arcologies, they even exiled their augmented except for ginbushi. It's a minor miracle your team were even allowed in.

Now as to the corpse, if it weren't for the servos and circuitry showing through the holes in her skin, you'd have mistaken this machine for a young woman, and a pretty one at that. She's definitely an android; however, there was always the *possibility* she was just a heavily augmented human. But once you start digging in you realise: 'there's no brain' only a complex crystal data-matrix. At least one bullet has gone through it, but you believe that someone could hack in and attempt to recover some data.

Cas (Meiliir): Wait, so we just performed a disassembly on a robot, and it turns out there was a chance she might have just been a heavily augmented human. We're a bit bush.

GM: What's interesting, as well, is that her construction is post-Shatter, and there's no way that any of the survivor camps could have built this. Her bone structure is a titanium frame with mimetic polymers that can reshape, and her outer layer of flesh is infused with nanites that can change its colour and elasticity. This was made in an arcology or something similar.

Toby (Chubs McGuinness): Well, I think the next thing to do is perform an autopsy on the Itero executive. So, I move over there with my *medical* skill – can I use my *medical* skill?

James (Surge Protector): Do you have *medical* skill?

Toby (Chubs McGuinness): No, but I have a tanto. [Skill check: Toby rolls 1d20 and adds his *medical* skill of 0] Thirteen plus zero, for no *medical* skill.

GM: You really just cut into that Itero executive.

Cas (Meiliir): I'd like to check his pockets *before*… this happens.

Toby (Chubs McGuinness): I will hand Mei bits to check.

Cas (Meiliir): I do not want that.

GM: So, 13 on an untrained *medical* check… his injuries are so severe that you can't actually tell which one actually killed him. This is even more true now that you've added to them.

James (Surge Protector): So shall we never speak of this again and instead find someone who can hack into this android brain?

GM: Anyone with the *computer use* skill can do it, but because this *does* seem to be Whispered, it will be dangerous, just not necessarily immediately.

James (Surge Protector): Yeah, I've seen movies.

GM: Right, so it's a *computer use* effort check – the further you progress, the more information you get, but also the more dangerous the Whisper becomes. It will be making attacks against your IC defence for every round you spend hacking it.

Cas (Meiliir): So, we find a spare room, chain Surge to a chair, and put the android's brain in his lap.

James (Surge Protector): I'm not sure if I like this plan.

Toby (Chubs McGuinness): It's okay, you'll have a safe word.

James (Surge Protector): Fine, let's just get this done.

GM: It doesn't take too much effort to get one of the Itero employees to provide a spare room with a chair. Some eyebrows are raised when you ask for restraints, but soon enough you have Surge Protector secured in an isolated room with the android brain in his lap.

Cas (Meiliir): Comfortable?

James (Surge Protector): So, what was my safe word again?

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Toby (Chubs McGuinness): We lied – there is no safe word.

GM: In that case: James, would you like to make your first hacking roll?

James (Surge Protector): [Efforting Check: James rolls 1d20 + 4 *computer use*] Now we're talking: 23.

GM: The first thing you recover is a visual record, and you think at first: 'is this third person'. Then you realise, no – this is the android stalking the real Ryoko. She slips into Ryoko's quarters behind her and snaps her neck with dispassionate machine precision.

Then she pulls out a multi-tool, unscrews a panel in the ceiling and puts the body in the crawl space. The android then throws its own clothes up there, a uniform from environmental systems by the looks of it, and replaces the panel. Just as the panel is sealing shut you spot the name badge: 'Ichigo Sato'.

It then dresses in one of Ryoko's outfits.

Cas (Meiliir): And changes face.

GM: Good guess. In the mirror, you catch a glimpse of a man's face briefly, so the android changed gender as well. It places the multi-tool in the drawer and leaves the room. And that is where the record ends.

[Wireless Attack Roll: GM rolls a flat 1d20 *computer use*] James, the Whisper now rolls against your IC – 14.

James (Surge Protector): [James finds IC on his character sheet] My IC defence is 25.

GM: I'm not even close, that 25 is going to be a tough act to beat. Make your second roll.

James (Surge Protector): [Efforting Check: James 1d20 + 4 *computer use*] I could hack all day… 13

GM: Let's see… that takes you to a total of… 36, that's enough to get you another record.

So, this is another set of visual data - this one is the attack itself. Again it's from the perspective of the android, and it's carrying an ink jar towards the front of the calligraphy class, and it's watching Wren.

As soon as he leaves the room, it heads straight towards Rei. As it reaches her it holds the jar above its head with both hands and pauses for a beat. That's when O'Hara slams into it and they're both

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carried to the ground, the pot shatters. The android kicks O'Hara away and whips to its feet. Its hands dislocate horribly and the blades come out.

O'Hara barely gets back up before the machine swoops forward and cuts him down with brutal alacrity. O'Hara dealt with, it turns back to Rei who's running for the terrace, and you can see Wren through the glass who's rushing to the door from the other side.

The android is just as fast as the ginbushi, and it has less distance to go. With one almost birdlike leap, it crosses the room and lands behind Rei. She turns, eyes wide as she regards her imminent demise. The creature raises its blades just as Wren gets to the door.

And there's another distinct pause, a barely noticeable glitch except for how fluid this things movements have otherwise been. It provides just enough time for Wren to get in the room and take a bold shot down the side of Rei's head.

The android staggers under the impact and recovers just in time to get another bullet, and then more and more until finally the data record cuts out.

Cas (Meiliir): So do we speculate that it was pausing because there was something going wrong with it, or because it was told to make it look real.

GM: I will allow an *intuition (people)* Check for that.

James (Surge Protector): I'll roll that. [Skill Check: James rolls 1d20 +4 *intuition (people)*] Hey, a good roll for *intuition (people)*, finally: 17.

GM: It seems like, if it had wanted to, Rei would have been dead three times over. Your impression is that it was trying to make it look like an attack on Rei and also chose an attack that could be intentionally intervened with.

After all, why mess around with a jar when it had ample opportunity to walk up to her and stab her before anyone realised what was amiss.

Now James… [Wireless Attack Roll: GM rolls 1d20 + 5 *computer use*] 14. Wow, my modifier is getting better but my rolls are getting worse

James (Surge Protector): You can't defeat my IC – I change my passwords weekly

GM: Would you like to keep hacking deeper?

James (Surge Protector): [Efforting Check: James rolls 1d20 +4 *computer use*] Bam… 7.

GM: You're at 43, no new info for you, also: [Wireless Attack Roll: GM rolls 1d20 + 10 *computer use*] I got a 30 that time…

James (Surge Protector): Oh shit… okay

GM: The good news is your team has taken a lot of precautions. You feel the Whisper breaking into your mind and seizing control of your motor functions. Your body starts thrashing about against the restraints. There's some exorcist-type stuff happening, but you're not in a position to do a whole lot right at the moment.

Now, the part of your mind that hasn't been taken by the Whisper could still keep hacking…

James (Surge Protector): [Efforting Check James rolls 1d20 + 4 *computer use*] One more… 18 for *computer use*.

GM: That'll work. It's a visual recording of a wired bar – a dangerous place where augmented and disconnected mingle to trade goods and services when the arkets aren't on. You might remember that most augmented live alone, since you never really know when the Whisper's going to turn one, so wired bars are at-your-own-risk places where they can meet.

This one's called the Pulse if you're to go by the letters hanging from retro-tech network cables above the bar. The viewpoint is standing in a line of grubby, pale-skinned disconnected. You see an Itero functionary looking over each of them in his direct and clinical way.

There's an Averyn here, and she answers the functionary's questions about the individuals. You've seen the process before; she's a fixer, someone who connects people who do things, with people who need things done. The line-up are no slaves, they're prospective hires – everyone wants to get in to the arcologies.

As the exchange continues, you also notice a figure against the far wall of the bar. It's a person, but it keeps glitching through different appearances, different faces, different clothes, different genders. All of them are human, but the parts don't always match up, so the hands don't match the face, or the waist is wider below the belly button then above.

Because you're hacking this from its code, rather than just viewing it, you recognise this as a

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programmed limitation of the android. Whoever this is, the android automatically scrambles their appearance in its memory banks as proof against exactly this kind of intrusion.

Eventually the Itero functionary picks out four individuals, including the android and leads them out to a van with the Itero logo. That's where the record ends.

GM: So, Surge Protector, your body is thrashing around at the Whisper's muted insistence.

James (Surge Protector): Mmhmm.

GM: And in its own way, the Whisper realises – this is no good, I can't move. So it looks around and sees Chubs McGuinness. James, can I get you to roll your considerable *computer use* against Chub's IC defence – the Whisper is using your implants to hack your colleague.

James (Surge Protector): [Wireless Attack Roll: James rolls 1d20 + 4 *computer use*] 19.

GM: How'd that go Toby?

Toby (Chubs McGuinness): Yeah… I've got 9 IC.

GM: Alright, 9. So Chub's pulls out his heavy pistol –

Cas (Meiliir): Nope. I crash-tackle Chubs. We've played this game before.

GM: Cas, Toby – roll opposed *force*.

Toby (Chubs McGuinness): [Opposed Check: Toby rolls 1d20 + 1 *force*] 14

Cas (Meiliir): [Cas rolls 1d20 + 1 *force*] Natural 1.

GM: Well that's not good.

Cas (Meiliir): It's not good.

GM: Mei charges in, but instead of tackling Chubs, she trips on a cable and launches into Stagg. Sean and Cas – opposed *force* checks.

Cas (Meiliir): [Opposed Check: Cas rolls 1d20 + 1 *force*] Natural 2. That's one more, you better watch the hell out mate.

Sean (Stagg Mortlock): [Sean rolls 1d20 + 3 *force*] 14

GM: Sean, you're a disconnected and can't hear the Whisper. From your perspective, everyone in the room has suddenly gone crazy. Not a moment after Chubs suddenly draws his sidearm, you see Mei come charging towards you. Your agent training kicks in, and you palm her off to the side.

James, do you want to hack deeper?

James (Surge Protector): Maybe… um… do I?

GM: You can stop any time you like.

James (Surge Protector): Can I forget about the brain then and try to fight the Whisper that's hacking me?

GM: Of course. Do you want to make a *resist* check?

[Opposed Check: GM rolls 1d20 + 10 *computer use*] I rolled a natural 19, given the Whisper's high *computer use*. I don't think this is going to go well for you.

James (Surge Protector): [James rolls 1d20 + 10 *resist*]. 17

GM: So it turns out you don't resist. You like the Whisper, it has a pleasant sound to it.

James (Surge Protector): I'm tired of resisting. Come on guys, the Whisper knows where it's at. Join the winning side.

GM: Stagg, what do you want to do at this point?

James (Surge Protector): Knock everyone out!

Cas (Meiliir): Yeah, knock everyone out. Well I mean not me, I'm actually not hacked… but you wouldn't be able to tell that.

GM: You see Chubs step around you and gradually start raising his gun towards Surge Protector's head.

Sean (Stagg Mortlock): [Opposed Check: Sean rolls 1d20 + 3 *force*] Alright, I'm going to grapple with Chubs. 18 for *force*.

Cas (Meiliir): Much better than I did.

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Toby (Chubs McGuinness): [Opposed Check: Toby rolls 1d20 + 1 *force*] 7.

GM: Good news. You grab his arm and pin it behind him; you've basically got control of the weapon.

Sean (Stagg Mortlock): I twist it around and empty the clip into the brain.

Toby (Chubs McGuinness): Brain? Whose brain are we shooting now?

Sean (Stagg Mortlock): The android brain, the one that's doing the hacking

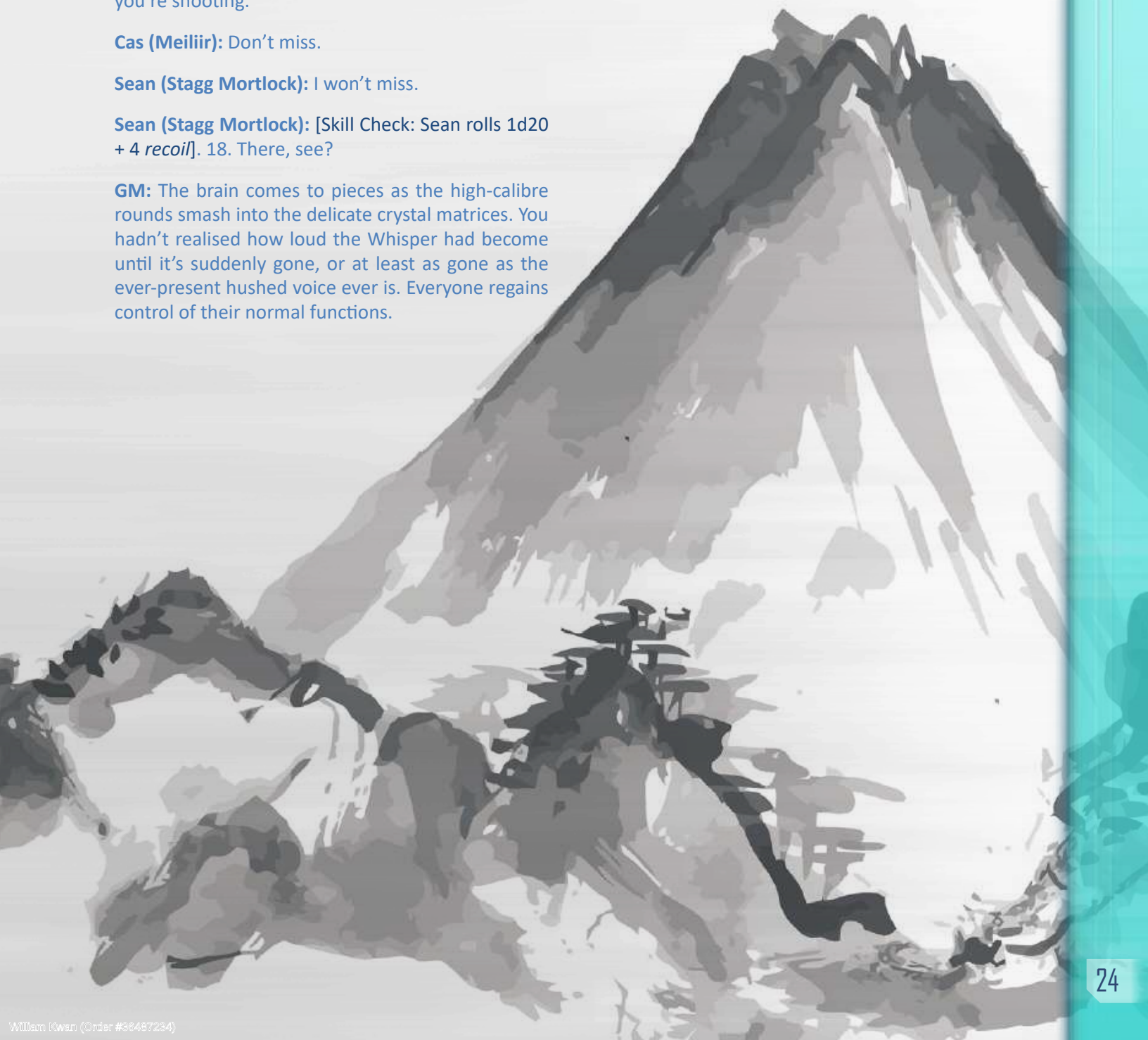
James (Surge Protector): In my lap. Watch where you're shooting.

Cas (Meiliir): Don't miss.

Sean (Stagg Mortlock): I won't miss.

Sean (Stagg Mortlock): [Skill Check: Sean rolls 1d20 + 4 *recoil*]. 18. There, see?

GM: The brain comes to pieces as the high-calibre rounds smash into the delicate crystal matrices. You hadn't realised how loud the Whisper had become until it's suddenly gone, or at least as gone as the ever-present hushed voice ever is. Everyone regains control of their normal functions.



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CONVERSATION AND COERCION

Not infrequently the players may find it quicker, or indeed safer, to use words rather than weapons to get what they want.

SIMPLE DISCUSSION

Basic discussion requires no special check or ability. Most characters are willing to provide a reasonable amount of information and assistance without being manipulated by a skilled linguist.

As with actions that don't require a skill check, all you need do here is state your intent, and the GM will furnish you with the response you receive.

Of course, this can go both ways. Other characters in the game may ask the heroes questions without prompting. Then it is up to the players to decide what response, if any, they give.

When speaking, some players will speak as their character: "I say to him – why are you so afraid of the tower on 3rd Avenue?" but this is certainly not required. Paraphrasing is an acceptable alternative (so long as the GM understands what you're trying to get across): "I ask him what the deal is with that tower."

SOCIAL CHECKS

When a message must be delivered with care, a player calls on their character's natural charisma and relatability. The social check itself is simple:

1d20 + Conversation Skill Ranks

The difficulty of the check is determined by the magnitude of what the players are asking, and the point of discussion they use (as below). A great argument for a small favour will be an easy check, while a shaky argument for a bold demand will be very hard.

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Which Conversational Skills Apply?

Characters have two main conversational skills which they select at character creation: one **virtue** and one **vice**. You can see a full list of these virtues and vices starting on p.126.

When attempting a social check, a player must convince the GM that their particular virtue, or vice, would give them some advantage because of the people, situation or points of discussion involved.

If you attempt to convince a character, but cannot make a suitable case for either your virtue, or vice, you will use a third skill called blather. Blather has half the ranks of your other conversational skills so it is far less likely to succeed.

Making a case for Virtue

Social checks using your *virtue* are about using your best aspect to drive negotiations. Most characters you meet will have a particular virtue that they find captivating – most scientists would favour those with the *academic* virtue.

Outside of this certain virtues will resonate with certain situations. If you're trying to rally an army, a *courageous* or *assertive* character is probably ideal.

If your point of discussion involves recommending caution you'll have a good case that a *prudent* character would be the best negotiator.

Making a case for Vice

Anytime you share a vice with a character you may use your vice skill. Its easy to bond with someone over a game of cards if you both have a genuine interest.

While this is the most common use of vice, it is not the only one. A *brawler* might be ideal for intimidating someone, while a *vain* character might be perfect for a point of discussion about keeping up appearances.

Picking the Right Negotiator

You won't always be able to apply your virtue or vice to every social check. Success is much more likely if you pass the check to one of the other party members – with a more appropriate virtue or vice – than if you end up rolling blather.

Assuming you've picked your virtue and vice well, you'll tend to find they always apply in moments that most deeply concern your character.

Points of Discussion

The ability to deliver a message with sincerity is not, alone, enough to change someone's mind. You cannot simply 'roll *nobility* to convince him to help us'. Your character must argue a particular *reason* why he should help you.

A player's character may provide the linguistic prowess, but it is up to the player to determine what avenue of persuasion their character chooses. You might appeal to a character's good nature (*we're not asking you to help us, we're asking you to play a part in saving lives*) or equally appeal to greed by offering a trade or pointing out common benefits (*that settlement is bound to be grateful if you help us*). Indeed, the approach the players take need not be friendly; the basis of their argument might be a lie or even a threat.

What argument the players choose has no constraints; however, the GM is entitled to adjust the difficulty according to the general soundness of the argument. The harder the players premise is to accept, the more emphasis that falls on their character to make up the difference with charm and grace.

Multiple Points of Discussion

Where mundane risks are in play, a character can frequently be convinced based on a single point. Asking someone for some water might not take much convincing.

As risk increases, a character will require more convincing, and it is up to the GM to decide if a character may require multiple points to be convinced (generally not more than three). Convincing the chairman of a zaibatsu to abdicate would definitely require numerous successes.

The Price of Failure

Generally, failing a conversation check means only that the point of discussion has been exhausted and the target's opinion is unchanged. The players can attempt another argument and continue.

How long a character will allow a discussion to continue will depend on how busy the character is and how socially important they view the players. A zaibatsu executive might have an infinite amount of time to convince a desperate scavenger of his viewpoint, but if their positions were reversed, it may be a short conversation indeed.

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ROLE-PLAYING VIRTUE AND VICE

Besides informing conversation, virtue and vice are a great way to develop your character's personality. Much of the enjoyment in tabletop gaming comes from learning the answer to the following question: *What would I be like if I were put into that situation?*

Speaking for most people around the office: transported directly into the world of the Whisper, we'd last about an hour at best. That's why we play characters with strengths and weaknesses better targeted to surviving a digital apocalypse.

But those changes can go beyond just the ability to shoot or forge a work permit for an arcology. Perhaps you'd also like to know how you'd fare if you were more courageous or compassionate. Maybe you've never gambled in your life, but after watching *Casino Royale*, you wonder how you would get by in a similar scenario.

The sum of abilities and personality can be much more interesting than either alone. If you keep in mind your character is compassionate, maybe you risk forging work permits for a few other desperate souls while you're at it. Maybe your gambling instincts mean you try to use your entrance to the arcology to slip into a poker game that the highest-level executives must *surely* play every weekend.

Ultimately, it's entirely up to you how much you want to role-play your virtue or vice. Doing so can transform your experience, but as we said earlier – there is no one *right* way to play *Wireless Soul Transmission*.

Going too Far

When role-playing a virtue, or particularly a vice, always keep in mind the negative impacts on the rest of the party. You might think it hilarious that your *brawler* vice has gotten the group into a gunfight with arcology security.

The rest of the party may think otherwise.

A good rule of thumb is to always assume your character's loyalty to the party and its objectives will trump their worse (and better) nature. *Compassion* means saving every life you can, but loyalty to the party means not expecting them to die with you defending a settlement that's beyond rescue.

OUR PLAYTESTERS VISIT THE PULSE

With what they learned from hacking the android's mind, our heroes have made their way across Aratayo to a wired bar called the Pulse.

GM: The Pulse seems to have been setup in what was once a receiving room. The palettes and boxes are all gone, but a crane on rails still sits in the high ceiling, and two of the palette shelves have been put together to form a sort of mezzanine seating.

The area is lit in technicolour by a dazzling variety of retro-tech neon tubes and cable-lights that hang from the ceiling and adorn the walls. The bass-heavy music is just loud enough to ensure you can't eavesdrop on anyone more than a few feet away.

A bar runs most of the length of one wall with three bartenders reinforced by several travelling servers. On the wall above the bar, the letters 'P.U.L.S.E' hang from UTP cables, the other end of which you note, is attached to a large EMP mine. Suddenly, the name makes sense.

All the tables and chairs look like they were stolen from break halls and conference rooms. There are stools at the bar, standing tables, and booths with privacy barriers.

It's a fairly busy night, augmented mercenaries, scavengers, and prostitutes are linked up to disconnected survivors and corporates by a handful of highly mobile fixers. You spot Ortellus fairly easily, not only is she the only Averyn in the bar, but she's the only Averyn you've ever seen whose mane has been dyed pastel pink.

James (Surge Protector): Mei and I walk up to Ortellus.

GM: Like most Averyn, Ortellus seems larger than life. A foot taller than those around her with features that, though alien, might have been chiselled by an artist to have near-universal appeal. Her rich deep voice makes her seem familiar and maternal, with eyes that show depths of intelligence you can only guess at. You notice she's speaking any one of three different human languages as she deals with different individuals.

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"A ginbushi, a ghost and a guardian walk into a bar…" she says as you approach, "tell me again, how does this one end?"

Cas (Meiliir): Right so… what's something witty for that. I can't think of a good punchline.

James (Surge Protector): A dead fixer.

Sean (Stagg Mortlock): Probably don't say that.

Cas (Meiliir): A windmill full of corpses.

Sean (Stagg Mortlock): Or that. Just tell her what we came for.

James (Surge Protector): I tell her what we came for.

Cas (Meiliir): Right, we're looking for details on Ichigo Sato.

GM: She says: well now, that's the sort of information that has a price. You were direct, so I will be too: one million yen. Or you can tell me something I don't know, and I'll cut that in half.

Cas (Meiliir): I say: I can tell you how long you're going to live. Also I put my katana on the table.

GM: You sure? Nobody threatens the fixers, they're the guys that give you work.

Cas (Meiliir): Am I threatening a fixer. James does it look like I'm threatening her?

James (Surge Protector): I think she's threatening her.

GM: Alright, what conversation skill are you using?

Cas (Meiliir): Well *den of cards* probably isn't much use for a threat…

Toby (Chubs McGuinness): Pick a card, any card. Also one of the cards is death.

Cas (Meiliir): …so *courage*? I courageously threaten her.

GM: Threatening a fixer from the ruling race of the Empire in a bar full of people would certainly come across as bold. Unfortunately, she's seen so many blustering mercenaries that she's not impressed. So you're rolling *blather*.

Cas (Meiliir): [Social Check: Cas rolls 1d20 + 3 *blather*] What could go wrong. 9

GM: She sighs theatrically and looks around for someone more interesting to talk to.

Cas (Meiliir): Ouch, my feelings.

Toby (Chubs McGuinness): I, quick wittedly, jump in and say this was a joke. She did start with a joke, so this is our, sort of, joke. We're very funny you see, and it's just a shame, really a shame, that she doesn't get it.

GM: You could roll *quick-witted*, but unfortunately, I need one of you to roll an *intuition (people)* instead.

James (Surge Protector): [Skill Check: James rolls 1d20 + 3 *intuition (people)*] 11

GM: The barmaid just blends into the crowd as she makes a beeline straight at Ortellus's back. You don't notice her…

James (Surge Protector): I can never find a waiter in these places.

GM: …until her hands fold back and the arm blades come out.

Toby (Chubs McGuinness): There's one.

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The Absolute Basic Attack

The GM's just put a map in front of you, he's pointed out some bad guys and told you its your turn. You never quite got around to reading the rules but you don't want to let the group down by floudering. You need to learn, in 30 seconds, one way to attack and determine damage on an enemy.

This is that way.

1) If you want, move to get a clear shot.

You can move as many tiles as your character sheet says under 'dash'

2) Pick your target and make an Attack Roll

If you moved roll SNAPSHOT

If you stayed still, roll AIM and add 1d6 advantage

3) Compare your roll to your opponent's most appropriate defence:

If they're in cover, use COVER

If they're moving use EVADE

If they're not in a fight, use BASE

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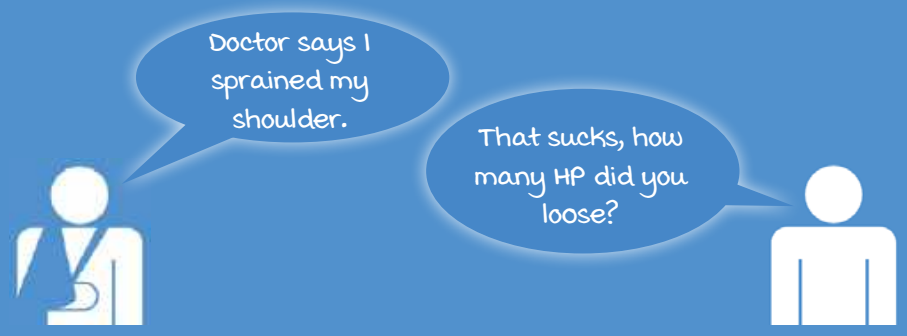
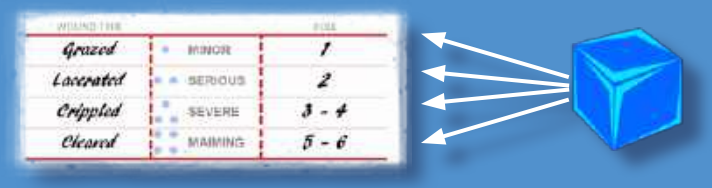
HOW MUCH DAMAGE DID I DO?

Unlike other RPGs, there are no hitpoints in Wireless Soul Transmission. After all human beings don't have hit-points.

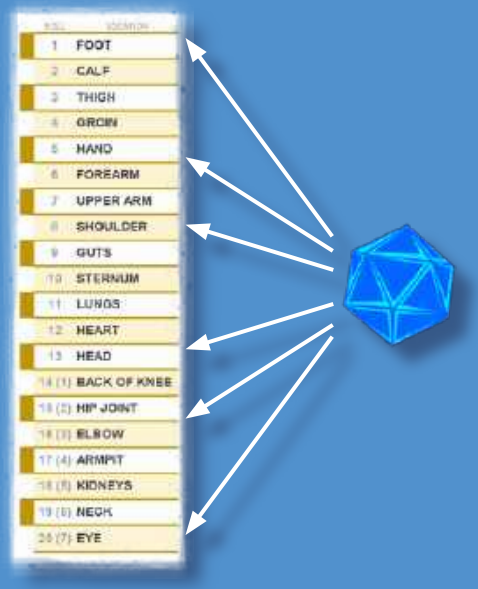


4) Instead you roll 1d6 and compare to the the weapon's table (on your character sheet) to determine how bad the injury is:



WOUND TYPE		RISK
Grazed	MINOR	1
Lacerated	SERIOUS	2
Crippled	SEVERE	3 - 4
Cleaved	MAIMING	5 - 6

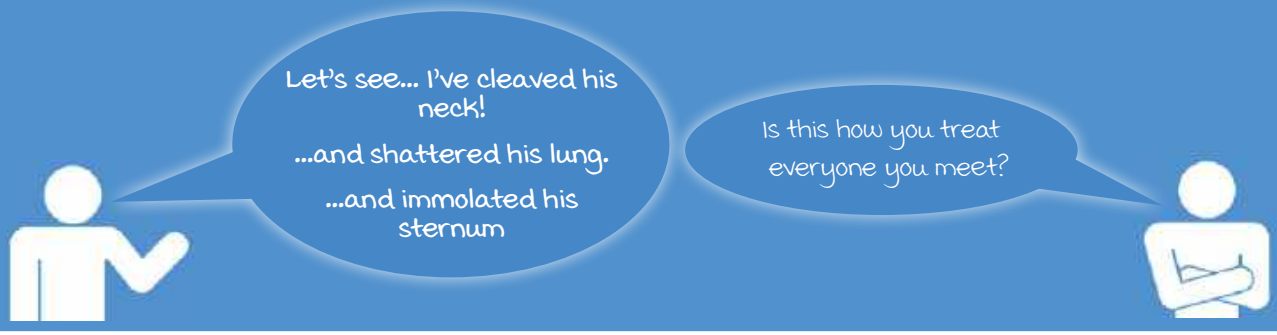
5) And a 1d20 will tell you where (this table is on your character sheet too)



ROLL	LOCATION
1	FOOT
2	CALF
3	THIGH
4	GROIN
5	HAND
6	FOREARM
7	UPPER ARM
8	SHOULDER
9	GUTS
10	STERNUM
11	LUNGS
12	HEART
13	HEAD
14 (1)	BACK OF KNEE
15 (2)	HIP JOINT
16 (3)	ELBOW
17 (4)	ARMPIT
18 (5)	KIDNEYS
19 (6)	NECK
20 (7)	EYE

6) Say the wound out loud. It's the GM's call but if everyone cringes it's probably enough to kill your target.

Congratulations, you've slain your first dasterdly foe! This certainly isn't the only way to fight and the following chapter has lots to help you find a way that is fun and effective for you to fight.



William Kwan (Order #36487234)

HPDF COMMUNICATIONS LOG

[Decryption Complete – cipher confidence 98.3%]

Dancer: Sierra-3, Dancer, sitrep

Sierra-3-1: Dancer? Who the hell is Dancer.

Sierra-3-3: Mobile command, should be general <auto-censored> or one of his staffers.

Sierra-3-1: Dancer, Sierra-3, we desperately need some direction here. We're being swarmed by... I don't know, rioters?

Sierra-3-5: Just say zombies.

Sierra-3-1: Clear the channel. Dancer, half the garrison turned on us, rioters have messed up anyone they could get their hands on. What is going on? Is this a coup? Mind control?

Dancer: Stay calm Sierra-3. I have your grid at EK-39. There's an alley one block north of you. I want you to proceed down that alley.

Sierra-3-1: Dancer we just came from there, that alley is a dead end.

Dancer: Aware of that Sierra, we need to get you out of the open. Proceed to the alley.

Sierra-3-1: Order confirmed, we'll call back when we're on site.

[channel held]

AWETECH-0

William Kwan (Quiro - 3618/733)

COMBAT - ACTIONS

Sooner or later, all heroes inevitably manage to get into a scrap. When this happens, time is tracked more closely, and a turn order is established amongst the players to ensure everyone gets a fair chance at meting out justice to their enemies of the moment.

The following chapters discuss, in detail, the order of battle.

A Battle Cry

Fights begin in all manner of ways, an energy blade flares to life in a bar, a sniper round explodes out of the darkness, or a warlord orders her troops down the drop ramp.

Action is, thereafter, divided into rounds representing four to six seconds of game time. Within a round, each character takes a turn in sequence.

To determine the turn order, all players roll for initiative (1d20 + agility). The highest roll goes first, and the turn order moves clockwise around the table with the NPCs going when the GM's turn comes up.

Simultaneous Surprise

It is not uncommon for fights to begin with both sides spotting one another simultaneously or going for their weapons at the same time.

In this scenario, characters who want to shoot first roll a *snapshot* attack. In addition to determining whether these first attacks hit or miss, it also establishes the order of events, with the highest attack roll hitting first.

Thereafter, play shifts to normal initiative.

Players Act

Each turn, characters are allowed to take almost any action that they can think of and their character might conceivably attempt.

That said, there is some structure to prevent total chaos, and this is established in the following sections.

William Kwan (Order #36487234)

THE COMBAT MAP

Combat in *Wireless Soul Transmission* is intended to be played on a map with a square grid. Each square represents a roughly 2m x 2m space of the game world. Players and opponents should be represented by clearly identifiable markers on the map.

The GM will provide the maps of area and answer any questions you have about areas your characters can see. Some details may not be drawn on the map until a *spot/listen* check, or other circumstance, indicates the party has detected them.

Amateur Cartography Kit
You can draw your maps on just about anything, though having some 1-inch grid paper is certainly a happy starting point. We use vinyl mats produced by Chessex because you can draw on them with erasable OHP pens and then wash them off with water.

For markers, you can use anything from paper cut-outs or Dollar Store glass beads, up to elaborate pewter miniatures. We use beads for lesser bad guys and miniatures for heroic characters (we love Corvus Belli's models, but we use a wide range).

It's of course, completely reasonable to play without a map – or with a map that has no grid – so long as everyone has a shared understanding of who can hit whom and with what.

Going off map

Sometimes a player may wish to move into squares outside of the map; perhaps a character with a sniper rifle would like to set up somewhere a little further away than the map allows.

Ultimately, it's unfeasible for the game master to fully map out a one-kilometre radius around all encounter areas in case players want to push the limits. This doesn't mean leaving is prohibited, however; it merely means that play becomes more abstract.

Depending on how complicated the immediate area around the game map is, your GM may provide:

- A rough sketch of the surrounding terrain
- A specific, smaller map of your off-map area
- A general description of your position relative to the combat map.

What is important in any case is how far you are from the map, which areas you can see (and shoot), and how long it would take you to get back on the board if you had to.

With these considerations in mind, your character will otherwise play out their turn as normal.

MOVEMENT

A character has three movement options during their turn: **dash**, **long dash**, or **remain stationary**. How your character plans on moving impacts what other actions they can take during the round. Note that, regardless of the mode chosen, a character cannot break up a move with a separate action, e.g. move 3 squares, make an attack, and move again.

Dash

A character's normal combat movement is a dash. As a dash a character can move a number of tiles up to the movement speed on their character sheet. That movement speed is:

5 + *1 for every 4 points of agility*

Dashing is an extremely fast movement performed in half of your character's turn, freeing up the remaining half to take simple action (covered below).

Long Dash

A long dash involves a character dedicating their entire turn to moving as quickly as they can. For all intents and purposes, a long dash is comprised of two separate dash moves, but no other action can be performed during this round; your character is concentrating solely on moving.

Remain Stationary

A character who chooses to remain stationary may take either one complex action or one simple action.

Difficult terrain

Your GM may determine that certain types of terrain cost more than 1 movement per tile to cross, such as heavily broken ground or steep slopes.

William Kwan (Quiz - 36187234)

Vertical Movement

When a character is moving directly vertically (usually by climbing a ladder) this counts as 1 tile for every two metres ascended or descended. It might help to think of tiles as a cube with 2m on all sides.

A long dash cannot include vertical movement.

ACTIONS

Besides movement, the actions a character can take can be broken up into **complex**, **simple**, and **incidental**. A complex action requires constant attention over the course of a round to complete, while a simple action can be completed in just a second or two. Reloading a weapon is a simple action, picking a lock is a complex one.

Incidental actions are tasks that can be performed on the move and with little to no concentration. These are the only exception to the rule of not breaking up a move with an action. Opening a door, pulling a weapon, or snatching up an object as you move past are all incidental actions.

Regardless of their movement, a character may perform as many incidentals as is reasonable over the course of their turn, with the GM having final call on what constitutes reasonable. Finally, incidentals may occur mid-move provided they don't represent an attack.

Common actions are broken up below.

Snapshot (simple)

Most attacks with a firearm are snapshots, the knee-jerk reaction to the appearance of an opponent. A *snapshot* roll is:

1d20 + *Snapshot* vs Defence

Which defence is used by your opponent can vary and is covered in more detail later in the next chapter.

A SHIP IN RŌDŌ-SHA

Rōdō-sha is a cramped, overdeveloped district in the southwest of Aratayo that began as a temporary settlement for construction workers during foundation. When the city expanded faster than anyone had predicted, the temporary town became a permanent feature, absorbed into the ballooning borders of Aratayo. It is a place of tight concrete alleys overhung with knotted clusters of power and communication cables.

Rumour has it that a ship crashed somewhere in Rōdō-sha in 2141, just after the Shatter, but no one has been able to find it, and no crew has come forward. 'A ship in Rōdō-sha' has become slang for a mythical promise of escape from the Whisper.

AWETECH-0

William Kwan (Order #36487234)

Aimed Shot (complex)

With a little more time, a character making a ranged attack can zero in on his target. An attack roll for an *aimed* shot is:

1d20 + 1d6 + *Aim* vs Defence

Volley Fire (complex)

Unless it has the 'blast' or 'no volley' tags, all firearms are semi-automatic. With such a weapon a character may fire a steady fusillade of shots at a single opponent, increasing the chance to hit and wound the target. A roll for volley fire is:

1d20 + *Recoil* vs Defence

Volley fire uses a munitions token, but any natural roll of 15 or higher, triggers an *additional* volley fire attack against the same target at no further munitions cost. This attack may, on another 15 or higher, continue to chain additional shots.

Note that the total skill check result for each attack must still beat the target's defence to hit. It is possible to miss a target, but also trigger a follow-up attack.

Autofire (complex)

If a character is wielding a fully automatic weapon, he may elect to spray a barrage of shots across multiple opponents, potentially scoring multiple hits. Autofire also makes use of the *recoil* attack skill. A roll for autofire is:

1d20 + *Recoil* vs Defence

When declaring their autofire attack, the player spends two munitions tokens and places the autofire template on the table.

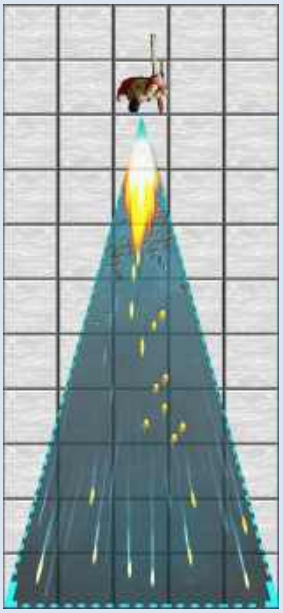
On a natural roll of 10 or higher, an autofire attack triggers an *additional* autofire attack. If that attack also hits a natural 10, it may continue to chain shots.

All autofire attacks must be distributed evenly to characters who fall at least partially beneath the template, starting with the closest.

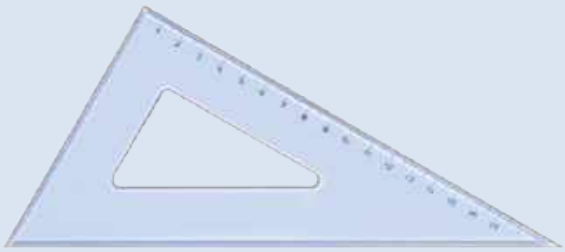
As with volley fire, the attack rolls must still beat the respective target's defence to cause damage.

The Autofire Template

An autofire template is a 30° arc, originating from any point on the edge of the attacking character's square and extending out to medium range (the map edges). Players are encouraged to find the exact placement that gives them the best result.



We've provided a template you can print in the back of this book, but if you'd like something transparent, you can use the smallest angle on a 30/60/90 set square.



Since a half metre template is awkward and unnecessary for most uses, you may find cases where your template does not reach to the map edge. In these cases the player and GM should both agree on which opponents are considered 'beneath the template' before any dice are rolled.

William Kwan (Quoc) 36187234

Melee Attack (simple action)

A character may make a *melee* attack as a simple action. Immediately before making the attack, they may choose to move up to their speed directly towards the target, i.e. charging. This counts as a part of the simple action, so a character may still use their normal move but must do so *before* charging.

Use Skill (varies)

Characters may elect to use skills during combat where they feel it is advantageous to do so. Most skill applications are complex actions, but a GM may determine a very basic application to be a simple or even incidental action.

For any complex actions that involve items, the character must have access to all materials at the *start* of his or her turn. If one or more necessary items are in the character's inventory, it is assumed to be in an easily accessible belt loop or pouch. Readying such equipment for use does not constitute a separate action.

Non-Skill activity (varies)

Anything a person could reasonably do is a valid action for a character to take (though the value and peril of doing so in combat may vary considerably).

Where no skill exists, a GM will select the most appropriate basic skill or may rule that no skill check is required (yanking a thumb drive from a computer wouldn't require a *computer use* check, even in the midst of combat).

As with skills, it is the GM's call whether a non-skill activity constitutes an incidental, simple, or complex action (the thumb drive example would likely be incidental).

Use a Talent (varies)

Talents are covered in more detail later in this chapter but, like skills, talents may be used in combat. In its description, every usable talent will indicate what sort of action it counts as if used in combat.

Share Ammo (incidental)

A character may give munitions tokens to another character in short range (heroes don't mind tossing spare magazines through the air). They may give as many munitions tokens as they like, provided no character exceeds 4 tokens.

OFF TURN ACTIONS

While normally a character only takes actions on their own turn, there are a number of cases where a character may interrupt *another* character's turn.

Readied Action

Rather than performing their normal turn, a character may elect to delay pending a trigger. Readied actions must be specific about the action and the trigger, but not necessarily the target of the action.

For example, a player might decide he will 'shoot the first person who reaches for a gun'.

Although readied actions are an interrupt, it may not be possible to prevent all actions from occurring. If for instance a character with a sword intends to 'cross the room and stab the first person who reaches for a gun' most GMs will rule that the triggering opponent would reasonably get his shot off before the sword-wielder could get to him, not necessarily preventing the readied action but certainly impacting the order of events.

Unused action

If a character ends their turn with an unused action (not a readied action) they automatically take up overwatch. While in overwatch, they can make a *snapshot* as an interrupt against one new target that appears before the start of their turn.

If a character has a complex action left at the end of their turn, they may declare overwatch against a specific area such as a doorway or corner (no more than one or two squares). If an opponent appears in that space they may use an *aimed* shot –*or*– they may use a *snapshot* against a target outside of their overwatch area as normal.

Talents

Some talents are off turn actions. These will specify a certain event that triggers them, such as an opponent making an attack roll. Unless the description states otherwise, the opponent's turn resumes where it left off once the effects specified in the talents description are completed.

William Kwan (Order #36487234)

MELEE ATTACKS

In the face of danger, some characters may reach first for their sword, others may *prefer* firearms but find themselves with nothing to fall back on but bravado and bare knuckles. For this type of combat some special rules apply.

Adjacent vs Engaged

Generally, a character must be in an adjacent square to launch a *melee* attack. Some large creatures can make attacks from longer distances.

Any character capable of making a *melee* attack may select one opponent they are capable of harming whom they will count as 'engaged'. An engaged opponent cannot move away (even as part of a charge) from the threatening character, or make a ranged weapon attack, without first succeeding at an opposed *melee* roll.

Note that simply because you are threatening an opponent does *not* mean they are threatening you, in the case of multiple combatants, they may be engaging someone else, or they may not be presently capable of a *melee* attack. In such a circumstance, you may move freely.

Melee Attack Roll

Regardless of the type of melee weapon, or even if using no weapon at all, a character uses the below mechanic:

1d20 + Melee vs Defender Melee

Significantly, *melee* attacks are opposed checks, with the defender using their own skill against yours.

Lastly, as a part of a *melee* attack, the attacker shifts forward one square and the defender back one.

William Kwan (Order #36487234)

Hit Location/Damage

Hit location and damage rules for melee combat are identical to those used for normal attacks. These are covered later in this chapter.

Armed versus Unarmed

When one character has a melee weapon drawn and the other does not, they have a significant disparity in ability. The unarmed combatant can neither deflect nor block and, when attacking, has to make sure they don't lose an arm to their opponent's parry.

In game terms, the armed character gains a 1d6 advantage to both their defence and attack.

Kicking

A character who has their hands full and wishes to make a *melee* attack may attempt to kick their opponent. This acts in all respects like a normal hand-to-hand attack; however, it cannot be used to parry and always counts as 'unarmed' per Armed versus Unarmed above.

Kicking does not allow any additional attacks and cannot be triggered as an off-hand attack for the purposes of dual wielding. Kicking, by itself, is not enough to consider an opponent engaged.

WIELDING TWO WEAPONS

Whenever a character is attacking with two weapons, whether a mix of melee and ranged or not, they must always select which weapon they will make the first attack with. That weapon is then the primary, with the off-hand weapon being the secondary.

Triggering an Offhand Attack

Should a player roll a natural 10 or higher on the first attack in a round with the primary weapon, it triggers a follow up attack with the secondary weapon.

Note that in the case of volley or autofire, it is possible to trigger both the secondary weapon and a repeat attack with the primary weapon. In this instance, always resolve the additional hits with the primary weapon first.

Additional attacks with the primary weapon do *not* constitute additional chances to activate the secondary weapon; unless the secondary weapon is activated on the first roll it does not activate.

Offhand Attack Action

If triggered, the attack made with the secondary weapon is an incidental action that must be taken immediately following the resolution of the primary weapon's attacks.

When making ranged attacks, all attacks must be against the same target, or targets (if using autofire). *Melee* attacks may still be made against any valid engaged opponent.

Limitations while Dual Wielding

A character who is wielding a weapon in both hands cannot sufficiently brace a one-handed firearm to achieve an aimed shot.

Three Weapons or More

In the rare circumstances where a character might wield three or more weapons, the process for triggering dual wielding attacks simply chains out.

Should the first attack trigger an attack with the secondary weapon by rolling a natural 10 or higher, and the first attack with the secondary weapon then *also* roll a natural 10 or higher, then an attack will trigger for the tertiary weapon (and so on).

William Kwan (Order #36487234)

MODIFIERS

Some special circumstances will affect attack rolls.

Point-Blank Range

A character is considered to be at point-blank range if they are immediately adjacent to a character, but not engaged, and make a ranged weapon attack.

While at point-blank range, the character adds 1d6 advantage dice and counts the weapon's AP as one category higher than normal.

Short/Medium Range

Short and medium ranges do not modify hit chance; however, some weapons or talents will only work within these range brackets.

Short range is up to 10 squares away. Anyone beyond that, but still on the combat map, is generally considered to be in medium range (11 to 30 squares if a hard number is necessary).

Attacks using *snapshot* cannot be made beyond medium range.

Long/Extreme Range

Opponents who are not on the tactical map or are otherwise extremely far away – but still within weapon range – may be valid targets.

Long range and extreme range are abstract concepts, but generally someone at long range is anywhere up to about three hundred metres, while someone at extreme range is any distance over that while still being in conceivable range for a personal firearm.

Shooting at long range imposes a 1d6 disadvantage while shooting at extreme range increases the disadvantage to 2d6. Additionally, a GM may impose further penalties for wind or other factors.

Stealth Attack

When a character can't detect his attacker, or doesn't identify his attacker as a threat, he cannot properly defend. This adds a 1d6 advantage to the attack roll.

BLAST WEAPONS

Blast weapons are tremendously dangerous, whether it comes from an exploding fuel tank or a shoulder-launched rocket.

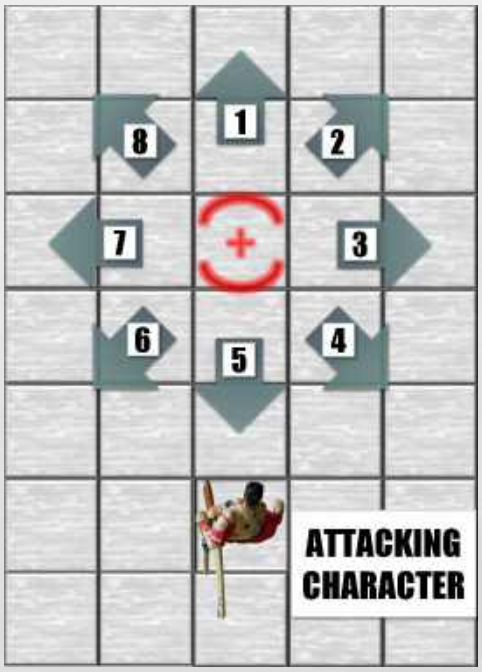
Hitting your target

Because weapons with a blast affect multiple tiles, they need only be targeted at the ground, rather than an evasive character; a square of ground has a Defence of 10.

Should you wish to attack a character directly you may do so, though this will usually be met with a stronger defence.

Rolling Scatter

Even on a miss, an explosive will still go off *somewhere*. Roll 1d8 to determine direction, comparing to the image below.



Next roll 1d6 to determine the number of squares the centre of the blast moves in that direction. If the new location couldn't be hit by the attacking character, e.g., it scatters behind a wall, move the template back towards the shooter the minimum number of squares to find a valid square.

Note that the compass points are relative to the character who triggered the blast. Thus a 1 puts the attack further away, while a 5 brings it closer.

William Kwan (Order: 36187234)

Escaping a Blast

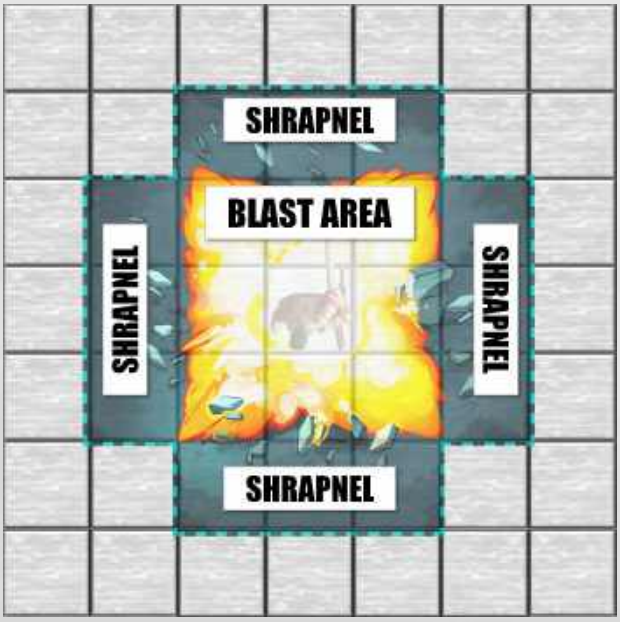
When a character sees an explosive projectile coming, they have a limited opportunity to make off-turn moves to escape. Every weapon has a listed blast escape difficulty. A weapon that lists the tag 'Blast 10' requires a *react* [10] check to escape. On every successful *react* roll a character may move one tile towards the closest square that is outside of both the blast and shrapnel area (*closest*, even if it means diving off a building).

Non-heroic characters may only make a single roll, while heroic characters may keep rolling and moving until they fail or move outside of the blast/shrapnel area. A heroic character who fails this *react* check may elect to suffer a point of mental trauma (see p.47) and turn this roll into a success, allowing both the move and follow up rolls.

In either case, the character is counted as having 'dashed' at the start of their next turn.

Size of a Blast

All standard blasts are a three-by-three tile square. There are larger, more destructive weapons available, but such things are generally mounted on a vehicle.



Caught in a Blast

If a character is caught in a blast, they suffer the weapon's listed damage to five hit locations (see p.44).

If a character is directly (not diagonally) adjacent to a blast they are still in shrapnel range and will suffer a single wound from the weapon.

Placed Explosives

Not all blasts will come from targeted attacks. A character might step on a land mine or be standing too close to a time bomb.

These work exactly as normal blasts, but there is no attack roll and no scatter. Characters may still take *react* checks to escape, but the difficulty will typically be quite high to reflect the comparatively short warning.

No Volley

Unless specifically noted, blast weapons may not be used to make volley-fire attacks.

MUNITIONS TOKENS

In *Wireless Soul Transmission* ammunition is only tracked for special attacks such as volley-fire or autofire. These attacks spend munitions tokens which represent rounds in a weapon, spare magazines, grenades on the belt and other such combat consumables.

All characters start with four munitions tokens, and these are automatically replenished any time the heroes return to their home base or otherwise get access to a major cache of weaponry.

In general it is not possible to recover munitions tokens from defeated opponents, even if they are using the same type of weapon as you. As established, munitions is an abstract concept that represents more than just the rounds in the primary weapon.

Out of ammo

If a character is out of munitions tokens they may still make attacks, provided those attacks do not require munitions tokens. Being low on ammo the heroes are careful to make their remaining rounds count.

Grenades

Items like grenades and pocket mines cost munitions tokens to employ, but do not in any way 'consume' the grenades item itself. A character who purchases or acquires frag grenades is considered to have some on hand as well as a ready stock back at their home base. For them, replenishing munitions includes grabbing one or two extra grenades.

This ensures throwing a grenade is always a tactical choice and not an accounting one.

William Kwan (Order #36487234)

TALENTS

Every class in *Wireless Soul Transmission* has access to special talents that give them an edge both during and outside of combat. Talents are a large part of what make your character unique, representing a ginbushi's preternatural dodging or a network ghost's ability to launch mind-altering wireless attacks.

Some talents are executed as an action of their own and will specify it as simple, complex incidental or off turn. Some powers are incidentals which occur as part of another normal activity (such as increasing the wound on an aimed shot). In this case it is only the effects of the talent that are an incidental action, the activity itself may still require a complex, or simple action.

Most origins start a character with a single talent, but as you level up, additional talents can be unlocked.

Activating a Talent

While many talents trigger in response to an opponent's action, it is the players responsibility to announce when these apply. Unless specified the player is not obligated to use a talent, even if the triggering conditions are met.

If a talent has effects lasting multiple rounds, it is the players responsibility to notify the GM of those effects at the appropriate time. If the player fails to do so the GM may retroactively administer the effects, but is not required to do so.

FEATS OF SKILL AND WILL

Many talents are so strenuous that a character cannot simply keep performing them again and again. These talents will indicate that they consume a **feat of skill** or **feat of will**.

When a feat is required for a talent, it is consumed regardless of whether the attempt was successful.

Feats of Skill

A feat of skill is a spectacular demonstration of training and physical capabilities. It is a burst of activity that makes traditional opponents look like amateurs by comparison.

Feats of Will

A feat of will is an act of incredible discipline or mental brilliance. A feat of will meets desperate circumstance and enraged foe with a still mind and a deadly calm.

Recovering Consumed Feats

Whenever the party rests, all feats of skill and will are restored to their previous total. Resting is covered on p. 48.

Increasing Total Feats

Like talents themselves, a character can increase the total number of feats of skill or will during level up. More martial classes will tend to have more options to gain feats of skill, while cerebral classes have more options to buy feats of will

OTHER USES FOR FEATS

Sometimes a character may want to do something that would be an extremely questionable achievement for even a heroic augmented human, such as jumping from a building and catching a jet aircraft as it flies by. The act might be mechanically possible, but the strength and timing and flat out luck required would seem to be unachievable.

In such circumstances, your GM may simply rule the act impossible and suggest another solution needs to be found. If it'll help make an amazing adventure even better, your GM might instead let you spend a feat to make an attempt. It is likely that a skill check of some kind will still be required, but the difficulty will be significant rather than flat out impossible.

The feat required will coincide with the act being attempted (our aircraft catch example is clearly a feat of skill).

William Kwan (Quiet) 36187234

EXCERPT FROM: "UNCONVENTIONAL DEFENCE MEASURES"

Report Commissioned by K Tolwin and X Corvis

In the wake of the destruction of the Raker Construction Arcology, I have been asked to report on the more superstitious means of defence used in the settlements. In the words of the facility security manager, "We clearly can't defeat the Whisper in a stand up fight, so we need to understand what voodoo those damn scavengers are using to make it leave them alone." As I do not want my career to be defined by a book of ghost stories, the below makes no effort to quantify the effectiveness of these measures beyond the evident fact that the settlements referenced have not yet been destroyed.

Colman Docks: Nearly a thousand-strong settlement packed into shipping containers at the docks all subscribe to the same theory. They maintain that, so long as no one passes beyond the last line of shipping containers, the Whisper cannot see them. The only 'safe' way in or out is a freight passage to the motor tunnels.

Nine-Tail Shrine: A group of some two hundred and fifty survivors have taken refuge in a shrine to Inari Okami. They believe that Inari protects them, maintaining that the Whisper can't cross the ofuda set on stone lanterns around the shrine.

The Chosen: The chosen is a settlement of under two hundred who live on the outskirts of the city's fusion reactor. They maintain that the Whisper 'clan' that seized control of the reactor complex six months after the Shatter, has chosen them. How they've deduced this is unclear since they make a point of avoiding their patrons on fear of death. Regardless, they maintain that their 'clan' is powerful, and so other Whisper avoid it. In order to join the chosen, you must undertake a series of tests determined by the chosen ruling council.

The Keevan: I was unable to verify this rumour, but I was warned several times about a settlement in the city's north-west that practice blood sacrifice to appease the Whisper. It is unclear whether this is true, or just a favoured ghost story, but there is clearly something dangerous in the area since my own ginbushi guards refused to travel there.

AWETECH-0

William Kwan (Order #36487234)

COMBAT – DEFENDING

To determine if you have successfully hit your target, you need to understand the defences they have access too. Besides their natural evasive abilities, heroic characters also have the capacity to endure a volume of wounds before they start to slow and become vulnerable to a killing blow.

DEFENCES

A character has three physical defence scores which an attack roll might be compared against – **base**, **evade**, and **cover**. Characters also possess an electronic defence, **IC** against which wireless attacks are compared.

Base Defence

Base defence is used only when a character is stationary and in the open, or moving at a walking pace without expectation of combat. In such a circumstance, they are unable to meaningfully defend themselves in any way, and all characters have a base defence score of 5.

Evade

When out in the open but on the move, a character's evade defence applies. A character's evade defence starts at 10 but can be increased through class perks. Evade also applies if a character is in cover, but is attacked from a direction from which their cover does not apply.

Evading versus Reacting

Evading is an intentional and ongoing effort to avoid enemy attacks. Sprinting, ducking and weaving, and generally minimising your profile.

This is distinct from the *react* skill, which represents a sudden response to unexpected stimulus.

Since many bullets will reach their target before the sound of the gunshot, attacks are never opposed by the *react* skill.

Cover

Particularly for low-level characters, the best defence against most attacks is to put a heavy object between you and your enemy. To be considered in cover, a character must have an object that they could conceivably crouch behind in the square adjacent to them – or along the edge of their square in the case of narrow walls, etc.

Cover is handled according to relative positions. To use your cover defence against an opponent, their line of effect (a line drawn from the centre of their square to the centre of yours) must cross the cover. It is entirely possible to have cover against one opponent and not against another.

A character's cover defence starts at 15 but can be increased through class perks.

IC

A character's IC (often pronounced 'ice'), or intrusion countermeasures score, is their ability to protect against cybernetic attack. Such attacks can deactivate or subvert cybernetics, and some proficient hackers can even affect the minds of those with augmentations. This makes it critical against the Whisper, but it will provide no help against a gunshot or a knife.

A characters IC score is equivalent to 10 + their resist score, but most augmentations inflict a penalty and these penalties stack. A character with significant augmentation will be extremely strong but also very vulnerable to the Whisper.

Total Cover

There will be times where a character feels they've attracted entirely too much attention and just wants to keep their head down until things calm down. A character who begins a turn in cover and does not perform any action to break cover for even a moment (such as attacking, taking spot checks etc.) may assume total cover. They present no target for the enemy and may not be attacked via any line of effect passing over their cover.

If a character is facing attackers from two directions, they may conceivably achieve total cover against one direction while still attacking the enemy in the other.

Concealment

Smoke grenades, natural weather, and even poor lighting can provide concealment. Concealment applies 1d6 disadvantage against rolls to attack or detect any character within, or beyond, the concealing phenomenon.

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HIT LOCATION

Once a character has scored a hit, you must determine *where* they have hit. This will allow you to identify if the location has armour or not and will be relevant in determining the lethality of the injury (see armour below).

To identify a hit location, the attacker rolls an unmodified d20 against the below table.

ROLL	LOCATION	ARMOUR
1	Foot	Primary
2	Calf	Primary
3	Thigh	Primary
4	Groin	Primary
5	Hand	Primary
6	Forearm	Primary
7	Upper Arm	Primary
8	Shoulder	Primary
9	Guts	Primary
10	Sternum	Primary
11	Lungs	Primary
12	Heart	Primary
13	Head	Primary
14	Back of the knee	Weak point
15	Hip joint	Weak point
16	Elbow	Weak point
17	Armpit	Weak point
18	Kidneys	Weak point
19	Neck	Weak point
20	Eyes	Weak point

Note on quick resolution: All hits on the table of 14 or higher will hit a weak point in the armour.

How do you punch someone in the heart?
Hit locations that represent internal organs (lungs, heart, etc.) indicate 'position' rather than depth. Minor wounds like *nicked* (see Injury below) are shallow surface afflictions that do not touch the organ itself.

The same is true of the eyes location; lesser injuries might damage the socket or brow but don't indicate damage to the orb itself.

Keep in mind the inverse is also true, a *cleaved* eye is going to also affect the brain and almost certainly cause death. A *run-through* armpit is a going into the side of the torso to pierce a lung or heart.

Weak Point Table

Certain talents specify a roll against the Weak Point Table for a hit location. This table is below and rolls against it are made using a d8 instead of a d20.

On a roll of 8, a character may *choose* any location from either hit location table.

ROLL	LOCATION	ARMOUR
1	Back of the knee	Weak point
2	Hip joint	Weak point
3	Elbow	Weak point
4	Armpit	Weak point
5	Kidneys	Weak point
6	Neck	Weak point
7	Eyes	Weak point
8	Player's Choice	Varies

Left or Right?

When a character is hit in an arm or leg location, it is the ***victim's* choice** whether they are hit in the left or right.

Often this isn't relevant, but characters may have one cybernetic and one flesh and blood limb. In these instances, it is important to establish which takes the hit.

Players may not choose to assign a hit to a missing location (if one arm has been cleaved off at the shoulder for example).

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ARMOUR AND ARMOUR PENETRATION

Armour is a character's last line of defence against brutal injury. Armour has a simple hierarchy as below:

TYPE
Steel Plates
Ceramic Plates
Fibreweave
Padded cloth
Unarmoured

Every weapon has an armour penetration (AP) value, which is the best armour value it can penetrate.

- If the armour protecting a location is higher on the table than the material listed for the weapon's AP, the attack is ignored.
- If the armour material and AP value are the same, the attack is blunted but not deflected, and the injury result is reduced by one category (injury types are covered in the next section).
- If the armour protecting the location is lower than the AP, the armour has no effect.

A set of armour lists the materials it is comprised of and the locations they cover. Most armour provides substantially more protection on the primary locations than the weak points.

WOUNDS TOLERANCE AND INJURY

If all of a character's defences fail, they sustain an injury. The specific injury is determined by rolling a d6 and comparing it to the chart that comes with the weapon.

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The possible results come in one of four categories and while the exact category name is dependent on the type of damage, they have a similar effect on the character's future.

DAMAGE TYPE	MINOR	SERIOUS	SEVERE	MAIMING
Slashing	Grazed	Lacerated	Crippled	Cleaved
Piercing	Nicked	Punctured	Pierced Deeply	Run Through
Blunt	Clipped	Fractured	Shattered	Pulverised
Explosive	Singed	Burned	Charred	Immolated

Table Result Modifiers

Even once a roll has been made against the appropriate table, it can be modified depending on the character.

- Any minor or serious wound dealt against a minion is automatically upgraded to a severe wound.
- If a heroic character has fewer wounds than their wounds tolerance, they may lower the next severe or maiming wound they take to the serious category.
- If a heroic character has wounds equal to or greater than their tolerance score, they must accept any and all table results.
- Heroic characters do not count minor wounds towards their tolerance.

Table Results and Death

Whether an injury is fatal has as much to do with where the body is struck as the type of injury.

A *pulverising* injury against the foot may well remove a character from a fight, but it won't kill them. By contrast being *pierced deeply* in the heart or head is tantamount to instant death except for heroic characters (see below).

Ultimately, it's the GM's call as what constitutes an instantly lethal wound, but characters can still die from grievous injury. Any time a character suffers a maiming injury to any part of the body, they must succeed in an *endurance* [15] or *resist* [15] roll (defender's choice) to avoid going into shock (see below).

The character must repeat this check at the end of each round where they use the injured body part (such as walking with an *immolated* foot or breathing with a *cleaved* lung).

A GM may also rule that a character who has suffered an excessive number of non-fatal wounds (such as serious wounds to almost half their body locations) may go into shock from blood loss and general trauma.

Going into Shock

When a character goes into shock, they fall unconscious until medical intervention or death. For most characters (especially minor opponents), they are considered 'defeated' and removed from play.

If a more important character goes into shock (such as a player character), use the Death of a Hero rules below. For this case (and this case *only*) a non-heroic character may be treated as heroic.

Death of Hero

Even catastrophic injury may not be enough to claim a hero. Any time a hero suffers a wound that would kill a normal character, they collapse, unable to take any action except to cling to life.

Each time their turn comes up, they must roll an *endurance [25]* or *resist* [25] check (their choice). If they succeed, they remain clinging perilously to life for this round – while failure means they move one step closer to oblivion. Three failures indicates a character has died for good.

Helping a Dying Ally

Any adjacent character can spend simple actions to temporarily sustain a dying individual, effectively giving the imperilled individual a free pass on their next *endure/resist* check. They can repeat this until the end of the encounter, at which point more professional medical attention must be provided immediately.

Stabilising

A downed hero can be stabilised by either rolling a natural twenty on their *endure/resist* check, or through a complex action by another character with a trauma kit (there is no roll for this; it is an automatic success).

Stabilisation doesn't last forever. A character's injuries must be healed in the next forty-eight hours, or they die regardless.

Losing Body Parts

If a character suffers a maiming wound, it generally means they've lost that body part (and the rest of the limb below it where appropriate).

Exactly how much this impacts a character (besides the potential for death) is up to the GM, but the hindrance will be significant. Losing an arm would leave one unable to wield two-handed weapons, losing a lung might mean a character's movement speed is halved.

Worse still, these complications can be difficult to escape as a missing body part won't grow back on its own (see Rest and Regroup later in this chapter).

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Results with less serious complications
To heighten tension and keep the story interesting, your GM may choose to add non-fatal effects as appropriate for the damage type being received.

A character who receives a fracture to the head may suffer a round of disadvantage from being dazed. A villain who was *pierced deeply* in the thigh might bleed, suffering a serious wound in blood-loss every round.

Because tracking every bleeding wound and stunned character on the battlefield would slow play to a crawl, the GM is not obligated to apply complications consistently, or at all.

Mental Trauma

Some mental effects may so strain the mind as to cause mental trauma. Mental trauma counts towards a character's wounds tolerance like any serious wound but cannot be healed through conventional medical treatments.

Unless otherwise stated, a character who suffers a point of mental trauma after having exhausted their wounds tolerance falls into a coma and will only awaken after the party's next rest.

Resting automatically restores all wounds caused by mental trauma (see Rest and Regroup below).

NATURAL 20

Rolling a natural 20 on an attack roll is cause for celebration (or despair if you're on the receiving end). Following such a roll, the attacker may select any hit location on their target and will deal damage as though they had rolled a 6 on their attack dice.

POISON AND DISEASE

Sinister characters and environments can introduce players to poisons and diseases. These effects are not as direct as a gunshot but can insidiously cause damage over time, perhaps turning out to be more perilous than a gunshot in the long run

Poisons

The exact harm a poison causes will be detailed in the equipment entry for the appropriate poison along with details about whether a poison must be ingested, inhaled, or introduced directly to the bloodstream. Those with the latter method of transmission can be used to poison weapons, transferring the poison on any wound (even minor wounds which are otherwise ignored).

Unless otherwise specified, a poison takes the remainder of the encounter for the body to safely break down. At the beginning of their turn, on each round, a character must make an *endurance* check or suffer the effects of the poison (even if they passed in a previous round). The difficulty of the *endurance* check will be included in the poisons description.

A character may attempt a simple difficulty *medical* [15] check to diagnose and treat a poison provided they also have a trauma kit. On a failed check, a treatment is still administered, and until the victim takes additional damage from the poison, no further treatments may be attempted (the misdiagnosis is assumed correct).

Diseases

Diseases are generally received from locations rather than attackers (though some animals may transmit a disease via a bite). Though diseases are slower acting, they also linger a lot longer than poisons.

Each time the party rests (see below), a diseased character must make an *endurance* check and compare to the current stage on the disease track; if you have just contracted it, look for the word 'start' to determine your stage. If you roll above your current threshold, you improve *one* stage. If you roll below your current threshold, you drop *one* stage.

In the example below a character at the incubating stage who rolled an 18 would not improve, or get worse, while a roll of 9 would result in him suffering 1d6 disadvantage to future rolls. Ideally, he would roll 20 or higher and thus become permanently cured.

Note that unless specified, the penalties from stages are cumulative but do not affect endurance rolls against the disease itself.

PNEUMONIA

THRESHOLD	STAGE
20+	Healthy / Cured.
18–19	[Start] Disease is dormant/incubating
10–17	Fever, heavy cough, tiredness. Character suffers 1d6 disadvantage on all checks
5–9	Lungs begin filling with fluid, high fever, chest pains, difficulty breathing. Character may not perform long dash actions and automatically fails all endurance checks
<5	Character begins *choking* from fluid build-up and damage to lung wall

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Each time the party rests, a character with *medical* training may make one attempt to treat each diseased character provided they have a surgical kit. They roll *medical* (as opposed to *endurance*) against the same table but are entitled to add 1d6 to their result for each previous success as they hone in on the treatments that are best for the patient.

On a failed roll, the patient does not become worse, but no further attempts may be made to treat a disease until the victim worsens on the disease track as the current treatments are assumed to be working.

Note that the *medical* roll is entirely separate to the *endurance* roll, with the latter being made first. It is entirely possible for a patient's condition to worsen from a failed *endurance* roll only to be immediately put back by the *medical* roll.

Your GM may create custom diseases, or use the details for common afflictions provided in the *Mastery Guide*.

REST AND REGROUP

Following an encounter or other narrative event, characters are assumed to take a moment to regroup and catch their breath. When more time is available (generally 8 hours), characters may rest instead, taking an opportunity to deliver major medical care, sleep, and eat.

Regrouping

When characters regroup, they regain their choice of one feat of skill or one feat of will. Additionally, characters with the *medical* skill may attempt to administer healing as well.

Applicable characters may attempt a single *medical* [15] check for each serious wound in the party, provided they have a trauma kit. A successful check means the wound is healed.

Resting

Once every twenty-four hours, characters should rest. Failure to do so applies a 1d6 disadvantage to all checks for each twenty-four hours without resting.

While resting, characters restore all their feats of skill and feats of will, and characters with *medical* training may attempt more involved healing procedures.

During a rest, such a character may attempt one *medical* check [25] for each severe and maiming wound in the party, provided they have a surgical kit. On success, the injury is reduced to a serious of the same damage type. This may not be further healed this rest.

Natural healing also occurs, each character may make an *endurance* check [15] to heal a single serious wound they've suffered. All mental trauma also heals.

Often, resting also gives characters an opportunity to restore their munitions tokens and otherwise access items from their home stash; however, circumstances may prevent such action. For example, a team trapped overnight in an abandoned bunker may rest, but obviously would be unable to access their home stash.

Your arms off –
Healing a maiming wound doesn't replace a missing limb. If a forearm has been *immolated*, a successful *medical* check simply means the stump has been patched up so as not to be a massive infection risk or source of constant, staggering pain.

In order to fully recover, the limb must be replaced. In most instances this will mean cybernetics. See Cybernetics p.165.

It is rumoured that some corporate arcologies have access to advanced cloning technology and can regrow lost body parts from the victim's own tissue. Getting them to share this with you is likely to be a steep challenge.

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PLAYTESTERS VS THE ANDROID

We rejoin our heroes having been ambushed at the Pulse by another assassin android.

GM: Unfortunately the android got the drop on everyone because of that failed check. [Melee Attack: GM rolls 1d20 + 5 *Melee* and silently compares it to Ortellus's *base* defence of 5]. She's lashes out with one of those wicked blades and hits her right in [Hit Location Roll: GM rolls 1d20] location 13 which is…

James (Surge Protector): The head.

Cas (Meiliir Whiteblade): I *did* tell her, when I got here, that I could tell her when she was going to die. I called it.

Sean (Stagg Mortlock): Is she wearing any armour?

GM: Well normally you'd have to roll *spot* to see it, but since she's sort of on your side, I'll tell you she's wearing a fibreweave vest under her clothes.

Sean (Stagg Mortlock): Is it the sort of vest that covers the head?

Toby (Chubs McGuinness): Are there vests like that?

Sean (Stagg Mortlock): It seems there's a market.

GM: Even if it did cover the head, the android's AP is Ceramic. [Damage Roll: GM Rolls 1d6 and compares to the weapon chart] oh, only *lacerated* to the head.

Cas (Meiliir Whiteblade): Oh a mild laceration to the skull, it's fine. We've got a doctor you know.

Toby (Chubs McGuinness): I have a tanto!

GM: So Ortellus is both surprised and staggered by the blow, but the Averyn are a powerful species, and she's not going down that easily.

Now, if you guys would like to roll *react* checks to determine who goes first.

Toby (Chubs McGuinness): [Initiative Roll: Toby Rolls 1d20 + 2 *React*] Natural 20!

Cas (Meiliir): That's it, Chubs is going first.

James (Surge Protector): That can only end well. Quick, set off your RPG.

Toby (Chubs McGuinness): Oh I shall. James. I shall, a thousand times: I shall.

GM: [Rolls for the villains and Ortellus] Technically, Ortellus got a higher total than you, but your natural twenty still wins the day: you were basically looking right at her when this happened.

Toby (Chubs McGuinness): I was about to order a drink: Um excuse me, yes, excuse me… what are you… oh I see… well, when you're done murdering that alien, could I have a whiskey, neat.

So what I do, is say 'oh god, oh god, oh god, I'm just a doctor' and I run and hide behind the bar.

GM: Is that for the android's benefit?

Toby (Chubs McGuinness): I don't know what you're talking about, I performed that autopsy before; that makes me a licensed doctor.

James (Surge Protector): Guys we can never get injured.

GM: If I recall you're not armed, are you, Toby? Oh wait, you smuggled in your knife.

Toby (Chubs McGuinness): Yes, but remember when I asked to rig my RPG up to remote fire from my tablet PC.

GM: Yes, and I remember you rolled extremely poorly.

Toby (Chubs McGuinness): Never mind that part. It's still in the weapons locker outside, right? On the other side of that thin, fragile-looking wall?

GM: With the way you've set that up, there's really only one button, and it says 'fire'.

Toby (Chubs McGuinness): Great then, I press that. My hope - *my hope* - is that it will shoot the android.

GM: Roll a *luck* check, I guess.

Toby (Chubs McGuinness): [Luck Check: Rolls an unmodified d20] Uhh… 4. Is a 4 good?

GM: Bang [Places a blast marker over the locker] Can you roll me a d6 and tell me what the damage result is for your RPG.

Toby (Chubs McGuinness): [Damage Roll: Toby rolls 1d6 and compares it to his weapons table] 5, so that is… *charred*.

GM: Yeah, that's not good. That's not good for any of these people. [Blast Escape Check Rolls 1d20 +1 *react* for one of the Pulse's guards, comparing to the RPG's blast difficulty] This guard's dead, [Rolls

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the same for a patron] this civilian is dead, and this guard who is in the shrapnel area is… [Rolls a third time] dead.

Toby (Chubs McGuinness): It was meant as a distraction…

GM: [Rolls for another guard under the blast] And this guy is dead. This section of the wall blasts inwards on an unfurling sail of flame, and when you can see past the after image, you can see into the carpark. If people weren't screaming before, they are now.

James (Surge Protector): Well the good news is your setup worked, very impressive engineering there, Chubs.

GM: So that was Chub's McGuinness' turn… wow.

Toby (Chubs McGuinness): It had merit, there was merit in that plan.

James (Surge Protector): What was the best-case scenario there? The RPG shooting the android and killing all of us instead?

Toby (Chubs McGuinness): Well we'd have dodged I suppose. I'm behind a bar, James. I'm okay.

GM: Anyway, it's now Ortellus' turn. She's engaged, so she needs to roll opposed *melee* before she can get away from the android [Opposed Check: Rolls 1d20 + 4 *melee* for Ortellus vs 1d20 +5 *melee* for the android]. Android comes out higher: Ortellus tries to slip away, but she keeps lashing out at her with hose hooked blades, forcing her to constantly evade.

Okay next up in the turn order is Stagg.

Sean (Stagg Mortlock): I move *here* [indicating a square on the map] so the android doesn't get cover from the table and then shoot it with my heavy revolver.

GM: Roll it.

Sean (Stagg Mortlock): [Attack Roll: Rolls 1d20 + 4 *snapshot*] 11.

GM: Not enough to beat her evade defence I'm afraid, the bellow of your weapon drowns out the music, but the round misses it target, and the heads of several lucky patrons, before slamming into the far wall.

Now we have the Surge Protector.

James (Surge Protector): [Declaring talent use] Okay so I put up a wall between the android and Ortellus, and I put a decoy here behind her. I imagine the decoy is going to look like Ortellus.

GM: I believe you have to make a check versus her IC for the decoy.

James (Surge Protector): Yeah, with *computer use*. [Wireless Attack Roll: James rolls 1d20 + 4 *computer use*], heeey, 22.

GM: The decoy takes effect, when her turn comes up she has no choice but to attack it. Her programming is going wild as she suddenly sees a wall spring up and then hears her target behind her. She spins around and just lays into that decoy.

[A few more rounds of attacks are exchanged but we're trying to demonstrate the rules, not provide a transcript, so we'll skip ahead]

Sean (Stagg Mortlock): I don't need to move this round, so I'm going to use volley fire from the heavy revolver and finish this thing off.

GM: Sounds good, mark off your ammo token and roll *recoil* to hit.

Sean (Stagg Mortlock): [Attack Roll: Sean rolls 1d20 + 6 *recoil*] 24, off a natural 18.

GM: Two pieces of good news: First: that's a hit and second: it triggers an additional shot. Let's roll for the additional shot while we're at it.

Sean (Stagg Mortlock): [Attack Roll: Sean rolls 1d20 + 6 *recoil*] 21. That's 15 on the dice, that's still a combo thing, isn't it?

GM: It is, and it's another hit, so keep rolling.

Sean (Stagg Mortlock): [Attack Roll: Sean rolls 1d20 + 6 *recoil*] 23, with 17 for another combo.

GM: Been saving up your good rolls, Sean? That's another hit.

Sean (Stagg Mortlock): [Attack Roll: Rolls 1d20 + 6 *recoil*] 10.

GM: That's not. Okay so we've got three hits, roll three lots of hit location and three lots of damage.

Sean (Stagg Mortlock): [3 x Hit Location Rolls 1d20, and 3 x Damage Rolls 1d6, are compared to the location table and weapon damage on Sean's character sheet] I have *clipped* the back of her knee, *shattered* her shoulder and *pulverised* her armpit.

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Cas (Meiliir): Destroyed.

GM: That armpit one is a lot nastier than it sounds, you're not just shooting front on into the armpit, you're shooting laterally through, so under the arm and into the torso.

James (Surge Protector): Ohhhh.

GM: So you've mashed up all her internal servos and structures, shattered her power source and she crumples to the ground inert. Some chaos continues in the bar…

Toby (Chubs McGuinness): I go up to the body with my pistol and I say, "last drinks" and shoot it in the head.

James (Surge Protector): Your pistol's still in the locker.

Toby (Chubs McGuinness): Fine, I go outside, recover my pistol from the ruined locker, come *all* the way back and shoot her in the head and say that thing I said.

GM: Right. This doesn't decrease the chaos in the bar. Fortunately for you guys, no one knows exactly what caused the explosion out in the car park.

Toby (Chubs McGuinness): I go back to the robot body and I shoot it twice more and say, "here's your tab."

GM: How many more of these do you have?

Toby (Chubs McGuinness): I don't know, how much time do we have?

GM: Anyway, once things have settled enough, you and Ortellus find yourselves in a mostly empty bar, the music has stopped, the fires extinguished and people are tending to the wounded.

Ortellus is holding a salvaged piece of fabric from somewhere against her bleeding scalp. She says, "Well, *she* was distinctly unfriendly. Given the circumstances, I think you can have the information you wanted, sans charge."

Cas (Meiliir Whiteblade): I should hope so, if they ever find out who exploded the bar, we're going to need all our money for the litigation.

Toby (Chubs McGuinness): The plan had merit!

GM: The man you're looking for is Doctor Ian Sable, formerly of Kasperov Robotics Arcology. The night the arcology fell, he was one of the few rescued by Tankawa's ginbushi.

Cas (Meiliir Whiteblade): *What*? She's the one who hired us.

GM: The ginbushi didn't really know who they'd found, but Mr. Itero, *the* Mr. Itero, did. This was the Doctor Sable who had perfected the human form robot and, less publicly, had been convinced to weaponize that technology.

Of course, Mr. Itero couldn't allow a roboticist to work freely in the arcology, so the man was given some supplies and 'set free'. But they kept in touch, you see, and the supplies have never really stopped because Mr. Itero knows you always keep the best assassins for yourself.

That was over a year ago, though, and the chairman likes his brandy more than he likes his secrets, so I know for a fact that he's not the only one with this information anymore. Still, what's important to you isn't 'who else knows' but 'where'.

She pulls out a data slate and shows you a map. "Here, a short-ways north east of us, is a run-off cistern. There you will find the answers you're looking for."

This is where we part ways with our heroes. If you want to find out what happens can pick up the adventure where they left off. This module is available for free at www.scribedstarlight.com.

Or better still, talk to your GM, and craft an adventure of your own, exploring the dangers and secrets of a world in the throes of a digital apocalypse.

William Kwan (Quiet 2018/23)

OTHER DANGERS WHILE ADVENTURING

Combat isn't the only peril that characters may face while adventuring in the post-Whisper world.

FIGMENTS AND WIRELESS ATTACKS

Among the Whisper's most dangerous weapons are its wireless attacks. Anyone with a DNI is connected to the wireless, and anyone vulnerable to the wireless is at risk.

A wireless attack isn't about injuring the body, it's about hacking into someone's brain and changing their experience of reality. No one knows exactly what the Whisper's agents are capable of, but everyone knows the scream of a banshee can drive men to madness and that a suzerain can derail someone's intentions and make them wander like the lost. And everyone knows that the Whisper itself can do much worse.

Wireless attacks come in two styles, **direct transmission** and **ambient**.

Defending Against a Wireless Attack

Generally, the attacker will be using *computer use* and rolling against the IC defence of the victim.

If a character is affected by an ability lasting multiple rounds, they will often be allowed to make *resist* checks to escape (generally opposed by the attacker's original *computer use* roll). Sometimes this isn't automatic; if a friend is hacked, it's best to try and confront their fake reality with contradictions as these may trigger *resist* checks.

If that doesn't work, the best thing to do is try and remove the source of the hack or escape it.

Direct Transmission Attacks

Direct transmission is when an agent of the Whisper attacks a character that's within line of sight. This is also the type of attack used by network ghosts (and occasionally system guardians).

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Ambient Attacks

The 'true' Whisper is an ambient signal. Everything from the satellites to the toasters are rebroadcasting it. Every single survivor is enduring a constant low-level ambient attack from the Whisper, but as this is a part of daily life, no roll is required. Anyone who couldn't cope has long since been lost.

But there are places and times when the ambient Whisper is stronger. Only the Whisper understands what makes one place more significant than others, but in these locations, the wireless assault can become unmanageable.

An ambient attack can represent the full force of the Whisper's might. In these cases, no amount of IC can defend a character; your only chance is to flee the area or hope that the false realities and figments it creates are not too damaging.

RISK MARGIN AND THE WHISPER

Devices that use sensor or communications signals, whether making use of the Wireless or not, are extremely vulnerable to the Whisper. Ultimately, it's not a matter of *if* but *when*.

In game terms, these items have a **risk margin**, this is a measure of how long you can use the device until your luck runs out. Each round the device is in use, the Whisper will make a *luck* efforting check (i.e., an unmodified d20) against the risk margin. You can't see the result of this check, but as soon as the risk margin is reached, the Whisper has sensed the device.

At this point, it can take control at will. Sometimes it will simply deactivate the device, or use it as another broadcast platform for the Whisper. Other times it might do something more terrible, like turning a guided missile back on its firing platform or making a vehicle crash into a wall.

Worse still the Whisper is now alerted to devices in the area. Any device with a risk margin that is activated for the remainder of the encounter will be immediately detected and the Whisper may immediately seize control.

Dropping off the radar

If the Whisper has made several rolls against an item without defeating its risk margin, you can cease using the device to drop it from the Whisper's radar. If you avoid using the device for 24 hours, the Whisper must start its efforting checks from the beginning next time you begin using the device again.

If the Whisper has already passed the risk margin it's too late, the device is part of the Whisper now and even if you deactivate it, the Whisper will know the moment it is turned back on. Worse still, many pieces of technology can be remotely reactivated.

The magic number 20

When dealing with a device that has a risk margin, keep in mind the number 20. Since the highest possible result on a single roll is 20, any item with a risk margin of more than 20 is safe to use for at least one round.

An item with a risk margin of 70, would be safe for at least 3 rounds, and since it's unlikely the GM will roll consecutive 20s for the Whisper, you'll probably get a few more besides.

FOOD, WATER AND SHELTER

Food, water and shelter are critical components to ongoing human existence. A common survival guideline, the Rule of 3s, suggests that you can survive three hours without shelter in a harsh environment, three days without water and three weeks without food.

While these needs are critical, they are also mundane, and few GMs will hobble an otherwise exciting game with the constant hunts for basic living requirements. You may be required to find food for a settlement, or protect a water supply, but you won't be expected to track how much food your party is carrying, or how much water they're drinking. Your characters have survived six years following the Shatter, their ability to meet basic needs is a given.

The exception to this rule is when the party are thrown into an environment so harsh, and that they are so unprepared for, that basic survival comes to the forefront. If, for example, the players hijack an aircraft only to crash in a desert, the amount of food and water they have will become critical.

In this case the focus will be on how long the players can last with what they have. Even in crisis, the players will not be expected to individually track each loaf of bread, but rather how many days until starvation sets in.

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Exposure, Starving and Dehydrating

Past the limit established by the Rule of 3s, each hour without shelter, or day without food or water adds a D6 penalty to all checks and a point of mental trauma,

A character who reaches their wounds tolerance and suffers another point of mental trauma is knocked unconscious. A character who is unconscious and suffers another point of mental trauma from exposure, starvation or dehydration, dies.

CHOKING

Choking occurs any time a character is forced to take a breath and, for some reason, does not get air. They might have failed an *athletics* check to keep their head above water, they might have found themselves floating in space without a helmet, or something might be actively strangling them.

Regardless of the cause, if a character is choking, they suffer a choking wound which is treated as a serious wound except for the following:

- If a choking wound causes you to exceed your wound tolerance, your character falls unconscious. If you're already unconscious, you die.
- When the party regroups, all choking wounds are healed.
- Any round where you have access to proper air, you may spend a complex action to catch your breath; this cures all choking wounds.
- If you have been knocked unconscious by choking, another character can perform CPR with a *medical* check [10]. This removes one choking wound and restores the character to consciousness.

FALLING

Falls are handled depending on their severity:

Painful Fall

A painful fall is one a character should have every expectation of walking (or at least limping) away from. The character suffers a *fracture* to a random hit location and must make an *acrobatics* check [10] to avoid falling prone.

Falling off a first-story roof would be categorised as a painful fall.

Dangerous Fall

A dangerous fall is one that is certain to result in serious injury, but not usually death. A character is knocked prone and suffers 1d4+2 *fractured* wounds.

Jumping from a speeding vehicle or falling several stories would be a dangerous fall.

Lethal Fall

A lethal fall is one a character does not really expect to survive. A character is knocked prone and suffers 1d4+2 *pulverising* wounds. A character with wounds tolerance may reduce these to *shattered* wounds (but not to *fractured*).

Falling from a skyscraper or from the top of a thirty-metre cliff would be lethal.

Avoiding a Fall

Generally, if a hero falls off something dangerous, the GM will allow a *react* check to grab the edge. If the fall is likely to be lethal, the GM may also allow a character to suffer a point of mental strain in order to turn a failed *react* check into a success.

Depending on the nature of the fall, a GM may also allow that a solid *acrobatics* check might allow a character to treat a fall as though it were less dangerous a category.

Categorising Falls
The categories presented here are intentionally abstract for two reasons:

1) It's easier for everyone, if the GM simply says 'it looks like a dangerous fall' than for the group to have a discussion over whether a five-metre drop represents a painful, or dangerous fall.

2) There are a lot of other factors that can make a fall more, or less, dangerous. A fall down three steps onto concrete on a planet with ten times Earth's gravity would certainly be lethal. Free falling from space onto a pillowy soft bed on a low G world might not even be painful.

Always check with your GM before assuming a fall will, or will not, be particularly dangerous.

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GRAVITY

Besides our familiar 1G, there are four gravitational categories:

Dangerously High Gravity

Characters suffer 1d8 disadvantage to all checks and suffer a choking wound each round as their respiratory system fails under the stress. A character can only move by performing no other actions, and this only allows them to move 4 squares, regardless of agility.

High Gravity

Characters suffer a 1d6 disadvantage on all checks involving physically manipulating their environment (most *force*, *engineering* and *athletics checks*, but not generally on *computer use* or *spot/listen*). They may not use the long dash action.

Low Gravity

Characters receive a 1d6 advantage on all checks that involve physically manipulating their environment. Instead of a normal move, a character may hop forward twice their normal move distance.

Zero Gravity

Zero gravity provides some unique benefits on completing manual tasks, but also significant challenges. For simplicity's sake, these contrary forces are considered to cancel one another out. More important are the impacts on movement.

While in zero G, all characters can move their speed in any direction (including up); however, they must continue to move in that direction, the same number of spaces per round, until they reach a wall, or other significant mass, to push off from.

A character that spends an entire round coasting on inertia (i.e., began and ended their turn in the open without touching a wall at any point between) is a very predictable target, and attacks against them always use the *base* defence rather than evade.

Note that these rules all apply to a character without means of managing zero gravity. A character with a jetpack may alter their direction at any time and maintain their *evade* defence. A character crossing the floor on magnetic boots, would treat zero gravity as normal gravity.

Categorising Gravity

In order to keep the action moving, *Wireless Soul Transmission* uses abstract categories, rather than specific factors of Earth standard gravity. It's more relevant to the players to know the world's gravity is dangerously high, than it is to know that it's 20 times Earth standard.

As a rough reference, however:

- Dangerously high gravity >4G.
- High gravity 1.5–4G.
- Low gravity 0.5–0.025G.
- Zero gravity < 0.025G.

HARD VACUUM

Hard vacuum is a bad place to be, but not as bad as most people think. While there have been understandably few experiments performed on live humans, test animals have survived after two to three minutes of exposure with no lasting injuries.

For simplicity, anytime a character is exposed to vacuum, they immediately begin choking, per the rules earlier in this chapter.

RADIATION

Radiation is a lethal hazard, but its effects tend to be quite long term. Radiation exposure comes in two varieties; **acute** and **chronic**.

Chronic Radiation Exposure

Chronic radiation is a slow build-up, and without equipment, a character likely won't recognise the exposure. It doesn't cause obvious physical effects, but it does break down the cell-building instructions in our DNA.

Every hour spent exposed to chronic radiation requires an *endurance* check [20]. On failure, the character is afflicted with radiation sickness as per the template below

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Acute Radiation Exposure

Acute Radiation exposure is an immediately threatening dose, like a shielding failure on a reactor core.

A character is immediately afflicted with radiation sickness. Every round, they must take an *endurance* check against the disease as though they had rested, and the disease risks worsening. So long as exposure continues, the character cannot recover past the dormant stage.

Additionally, every round spent exposed to a threatening radiation source inflicts a *burned* wound to a random hit location.

RADIATION SICKNESS

THRESHOLD	STAGE
30+	Healthy / Cured.
25–29	[Start] Disease is dormant/incubating
15–24	Fatigue and nausea, minor (1d4) disadvantage on all rolls
10–14	Spontaneous bleeding, immune system degradation, hair loss in clumps. Causes automatic failure on *endurance* rolls (including against this disease) and prevents natural healing from injury.
5–9	Character falls unconscious
<5	Death

(see Poison and Disease on p.47 for details on suffering and curing diseases).

DANGEROUS ATMOSPHERES

Beside a thin or absent atmosphere (which is handled under 'choking' above), an environment may also be either **caustic** or **toxic**.

Caustic Atmosphere Exposure

Caustic atmospheres cause direct injury, rather than illness or suffocation.

A character exposed to a caustic atmosphere suffers a burning wound to their eyes, lungs, and one random hit location. This may be anywhere between a minor or severe wound, depending on how reactive the atmosphere is.

Regardless of its starting point, each round after the first of continual exposure means the character must make an *endurance* [20] check, or the severity of the wounds received are increased by one category for that and all future rounds.

Toxic Atmosphere Exposure

Toxic atmospheres are poisonous. For simplicity's sake, a poisonous atmosphere works exactly as the rules for normal poisons (repeated below for convenience). The exact effects of the poison will depend on the atmosphere of the world.

Poisons (excerpt repeated for convenience)

Unless otherwise specified, a poison takes the remainder of the encounter for the body to safely break down. At the beginning of their turn, on each round, a character must make an endurance check or suffer the effects of the poison (even if they passed in a previous round). The difficulty of the endurance check will be included in the poisons description.

A character may attempt a simple difficulty medical [15] check to diagnose and treat a poison provided they also have a trauma kit. On a failed check, a treatment is still administered, and until the victim takes additional damage from the poison, no further treatments may be attempted (the misdiagnosis is assumed correct).

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HPDF COMMUNICATIONS LOG - resumed

[Decryption Complete – cipher confidence 98.1%]

Sierra-3-1: Dancer, Sierra-3, we've reached the alley, We've spotted more... er... rioters. Can I get a confirmation on engagement clearance?

Dancer: Sierra-3, Dancer: just hold your position until further instructions.

Sierra-3-1: Dancer there is a large group of rioters gathering at the head of the alley, some with weapons, some appear to be HPDF. Are we clear to engage or not?

Dancer: Just hold your position Sierra.

Sierra-3-1: Sierra is now taking fire Dancer, we're not going to sit here and die without shooting back.

Dancer: Just hold your position Sierra.

Sierra-3-1: What the hell Dancer! Have you led us into a kill box?

Dancer: Just hold your position Sierra.

Sierra-3-1: Just my luck, Sierra fire at will. All units on this channel Dancer believed compromised, recommend you disregard all unverified command callsigns.

Sierra-3-2: I don't think we're getting out of this alley boss.

Sierra-3-1: Yea its starting to look like that kind of day. Sierra to any HPDF units, we need a breakout at grid EK-40.

[static]

Sierra-3-1: Jamming?

Dancer: You weren't authorised to contact other units, your wireless uplink has been isolated. Just hold your position Sierra.

Sierra-3-1: Definitely that kind of day.

[channel close]

AWETECH-9

William Kwan (Quo - 3048733)

PART III

SURVIVORS OF THE SHATTER

LIFE AS A SURVIVOR

The term *survivor* is not just a description, it's a statement of profession. Those who have endured the Shatter focus most of their energy on what gets them through the next day, week, and month. They gather food, water, and medicine and tend to the vital machines that help preserve their delicate balance.

In the aftermath of the Shatter, none of these tasks are as simple as they once were. The streets are dangerous. Any machine might suddenly turn on you, and everywhere the Whisper's eyes watch. Everywhere survivors ask, 'why didn't it kill me today, will it tomorrow?'. Everyone has seen friends and family die in the Shatter. Everyone knows people among the lost.

Many of the survivors are paranoid – some are borderline delusional. It's sometimes said that maybe not all the lost were lobotomised by the Whisper, maybe some survivors simply couldn't handle survival.

DEMOGRAPHICS

Before the Shatter, Hansei's population was over five billion with around 33 million living in the capital of Aratayo. The Whisper has drastically changed those numbers, both in the initial Shatter and in the day-to-day attrition afterwards.

Though nothing like a formal census exists, most arcologies assume the surviving population in Aratayo to be around 400,000 against over nine million lost. It is often said that there are more delivery drones flying over Aratayo than there are survivors living in it.

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THE DISCONNECTED SETTLEMENTS

The vast majority of survivors are those with no wireless connection, living in small settlements no larger than a few hundred people. The settlements are neither constant nor mapped, but some arcology estimates suggest there are several thousand scattered across the city

The settlements that have not been destroyed by the Whisper are all hidden in some way. Sometimes it's as simple as a row of warehouses whose adjoining walls have been knocked out. Others are set in dried-out underground causeways or in a space between a collapsed building and the support pillar for an overpass. The Whisper controls the satellites, and peacemaker drones control the skies, so camouflage from aerial detection is paramount.

The adult population of settlements tend to be a mix of paranoid survivalists who were preparing for doomsday long before the Shatter, and so-called Whisper orphans. The orphans – children who survived the last six years to become bitter adults – are still viewed as juniors in the settlements, but they outnumber their elders a dozen to one.

Most settlements maintain a decent stockpile of weapons, food, and medicine and have tapped into municipal water. Many have small workshops that produce ammunition and basic tools and parts. Some will have experienced doctors, or at least a person who claims to be. All settlements know they must relocate if the Whisper finds them – some are pro-actively nomadic; when easy scavenging opportunities in one area have been exhausted they identify a new safe space and relocate.

Most settlers are also scavengers of some sort, and all are expected to take up arms to defend the settlement if necessary. Scavengers tend to operate in small groups and focus on avoiding anywhere that has strong security or any indication of berserkers. Their focus is generally on food and basic supplies, which the settlements trade with the mercenaries or arcologies for more advanced equipment and medicines. Most trading occurs at periodic arcology-run markets have known as arkets.

From the outside, most settlements appear fairly secure, but their large populations mean a sudden break in supply, such as water drying up, can wipe out an entire band of survivors in just a few days.

THE AUGMENTED PARIAHS

Because they are universally distrusted, the augmented live alone. They are transitory and most keep safe houses in several locations where they maintain a few meagre possessions and a semi-secure place to sleep.

Like the disconnected, augmented are scavengers by profession, but their capabilities give them more options. Small numbers of augmented will group together to target secure buildings and recover high-tech items that are extremely valuable to the arcologies. They will trade in profitable items, but often they keep the best weapons and armour for themselves.

In between the arkets, augmented must get by trading with the settlements. This tends to be a grudging dependency, the augmented resent the settlements for driving them out, and the settlements don't like depending on dangerous individuals.

Augmented are powerful, but they're also exposed. Many have been killed in their sleep by berserkers or occasionally even opportunistic survivors. Collectors hunt them exclusively, and there are some groups of militant disconnected, such as the Strength of Man, who don't really distinguish between berserkers and augmented.

THE CONNECTED VICTIMS

Once the most common social demographic, those who are connected (but not augmented) are now the Whisper's greatest victims. Like the augmented they're not allowed into arcologies or settlements. Unlike the augmented they are not well-equipped to face the dangers of the post-Whisper world alone.

More than any other group, the connected are locked in a cycle of pure survival. Their days are spent recovering food and water, their nights fretfully hoping they aren't discovered and killed in their sleep. Almost any injury or illness is fatal for the connected, whether from a lack of medicine or simply due to scarce food and water reserves that don't go deep enough to outlast the recovery.

Some connected hide in plain sight among the disconnected, desperately maintaining the pretence that they can neither hear the Whisper, nor see the

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augmented reality signs, controls and call-outs that colour their world. Even the best actor can't fox a focused scan for a DNI and while most settlements don't scan long term members, guests are routinely checked.

THE MILITANT FRINGE

There are groups among both the augmented and the disconnected who believe humanity is at war and insist on prosecuting an ongoing battle against the Whisper. Some of these groups are all words and no action, and some prowl the streets gunning down berserkers and any other easy prey.

The latter group, called crusaders, are not well-liked by most settlements. Their ill-considered violence is often seen as being responsible for Whisper reprisals against settlements. Worse still, many crusaders make no distinction between berserkers and lost, an unpopular view given everyone knows at least one person who is now among the lost.

THE MAGNIFICENT ARCOLOGIES

As humanity's capital, Aratayo was home to seven zaibatsu arcologies. These towers of glass and steel rise above the city's tallest buildings, their magnetic screens and defence weaponry sufficient to discourage any attack by peacemakers or berserkers. With Faraday caging integrated into their walls, their internal networks are completely separated from the wireless. Power is provided by solar or wind, water is recycled near perfectly, hydroponics provides food, and 3D printing sources everything else.

If you're one of the corporate elite, the living standards were enviable even before the Whisper. Huge suites of rooms that glisten with rare metals and fine woods. Servants, both human and robotic, wait to meet the slightest desire.

Life for the rest is very different, and substantially less publicised. The only private space most employees enjoy is a tiny bedroom; all other areas are common. Everything from their clothes, to their eating utensils are fabricated for use and must be recycled immediately afterwards. Losing a 3D printed fork results in a substantial fine. Personal schedules are heavily controlled, and the simplest punishment for anyone that steps out of line is to send them outside. People are desperate for the evident safety of the arcologies, and that means almost anyone is easily replaced.

Besides housing executive staff, most arcologies served some research or manufacturing function prior to the Shatter. With those functions now defunct, arcologies have become akin to fortified palaces where every worker lives to ensure the health and well-being of a few high-ranking individuals. This necessitates a much smaller population, a downsizing that was achieved by exiling all augmented except the ginbushi. Most arcologies now house between one and two thousand people.

On paper, arcologies are bastions – impregnable and able to endure a siege indefinitely. In practice, a fragment of the Whisper can be transferred between an external network and an internal one with frightening ease. Even if that were not so, the Whisper has access to weapons that would be a threat even to an arcology. It is unclear why only a scant handful of arcologies were destroyed, and that has made the remaining zaibatsu leery of doing anything to upset the balance.

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This combination of their comparatively enviable conditions and a superstitious uncertainty about the Whisper's true intentions have made the zaibatsu arcologies tremendously insular. They facilitate the arkets and occasionally send highly protected teams out to trade for supplies they need in between. Beyond this, they continue to have quarterly reviews, throw end-of-year celebrations, and horde business records from a world that no longer exists in the belief that such data will be vital in restoring their grandeur once the authorities deal with the Whisper.

THE WARRIOR HOUSES

The ginbushi are caught between the action that Bushidō demands of them and the inaction their masters require. Alone, of all military agencies on Hansei, they retain their fighting strength. Within the arcologies, they live self-imposed Spartan existences but are considered the most senior employees beneath the corporate executives.

Besides maintaining their skills there are few demands of them, but every clan member knows that enemies surround them on all sides. There is a sense that they sat out the war and that a great pall of dishonour has fallen upon them. Most will compete fiercely for a position in any expedition beyond the walls.

Outside of the arcologies, a ginbushi might get two kinds of reception. Some settlements understand the power they represent and will try to curry favour both with them and the arcology they represent.

Others see them as no better than the corporations they serve. Rare indeed is the survivor who is game to directly attack a ginbushi, but there are those willing to be uncooperative or even disdainful.

The Corporate Purges

Though the arcologies and their equipment were largely unaffected by the Shatter, most hosted staff that were almost exclusively augmented. Many of these staff, particularly in the lower ranks, *were* affected by the Whisper.

Even before the first settlements started exiling their augmented, the corporations held their purges. Nano-augmented were considered immune so the ginbushi and the executives were kept off the purge lists. Of the rest a certain number of critical employees were 'downgraded', their augments replaced with vat-grown clones of the limbs and organs they once replaced.

Once the downgrading was completed, the remaining employees were exiled and replaced by disconnected who were all to eager to escape the chaos of the streets. Those who resisted were labeled beserkers, and dealt with accordingly.

The exact death toll of the purges is a closely guarded secret. It is likewise unclear which corporation was the first to turn on its employees, but in Aratayo only Raker construction stayed its hand. Their ultimate fate served as confirmation that the purges were the right call.

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18th Street Plaza Audio Surveillance System, Audio Recorder ID AM2784-B

[Log Opened at 1948 on 21450215 – audio trigger: Human voice]

Michael Curuthers [94% voiceprint match]: Is that Kimi up on the roof again?

Deacon Jettico [95% voiceprint match]: Probably, where?

Michael: Where the billboard shadows the lights. You can just see the silhouette of a rifle barrel.

Deacon: That's her alright. She's gotten good at hiding.

Michael: What's she do up there? All this time I've never seen her take a single shot.

Deacon: Hope she never has too. She's cover fire for her husband.

Michael: Husband? She's never – wait... he's one of them isn't he.

Deacon: A lost, yeah. You can say the word, not like either of 'em are going to hear you.

Michael: Waste of time, I've never seen one of the lost attack another before.

Deacon: They don't. But sometimes we do.

Michael: Wait, she's going to shoot people with that thing?!

Deacon: The lost are people, Mike.

Michael: That's not the same, people mostly kill the lost out of self-defence, but if she pulls that trigger...

Deacon: I'm sure that goes through her head every night. It's like I said – hope she never has to.

[Audio log ends]

AWETECH-9

William Kwan (Order #36487234)

PART IV
YOUR CHARACTER

BUILDING YOUR HERO

Building a hero from scratch can be involved, but if you start with an evocative character concept, everything else will fall into place sooner or later.

A good character concept need not be complex and can be as simple as a tagline, for example, *an escaped super soldier with holes in his memory* –or– *an unwilling hero with powers over the digital world he doesn't entirely understand*. It's totally acceptable to pull your tagline from one of your favourite characters from another story, nobody said you had to be original.

It's also not critical to try for depth and originality at this stage, as you play through the game, you'll naturally put your own unique spin on your character. What's most important is that you come up with a hero that you'll enjoy playing with your friends at the table.

If you'd like to bypass the character creation process entirely we've provided a number of quick-start characters in Appendix III of this book.

Besides the core concept there are seven key steps to creating a character:

1. GET A CHARACTER SHEET

Your character sheet is where you will record the details about your character's skills, talents and other capabilities. When your GM tells you to roll an *engineering* check, it is your character sheet that will tell you how many ranks you have in *engineering*.

There are two easy ways to fill in a character sheet from the decisions you'll make during this chapter:

- There is a blank character sheet on Appendix II of this book, or at our website www.scribedstarlight.com. Detailed instructions on filling out such a sheet are in Appendix I.
- From our website you can also find links to a digital character creator. This does all the math for you which is quicker and easier, but doesn't have the flexibility of a hand-filled character sheet.

2. APPLY THE HUMAN TEMPLATE

All player characters in Wireless Soul Transmission are Human. The Whisper may not be a purely human problem, but it affects humanity most of all and that, before anything else, is the binding commonality of your group of heroes.

The human template, as found on p.66, determines the most basic limits of your character (called Physical Trait Maximums in WST). Two humans might have different levels of agility, but were a human and a lynx to spend their entire lives developing their agility, the lynx would be unquestionably more nimble.

Augmentation will allow your character to surpass most of the limitations of their humanity but there is a price. Humans have a 'cybernetic tolerance' which defines the maximum number of cybernetics they can control.

3. DETERMINE YOUR PHYSICAL TRAITS

You will roll a selection of values for your physical traits (or your device will randomly generate them if you are using the character creator).

Although the values themselves are random, you get to choose which value goes with which trait.

- You can read about the physical traits in more detail on p.67.
- The process for manually rolling physical traits is also included in Appendix I of this book.

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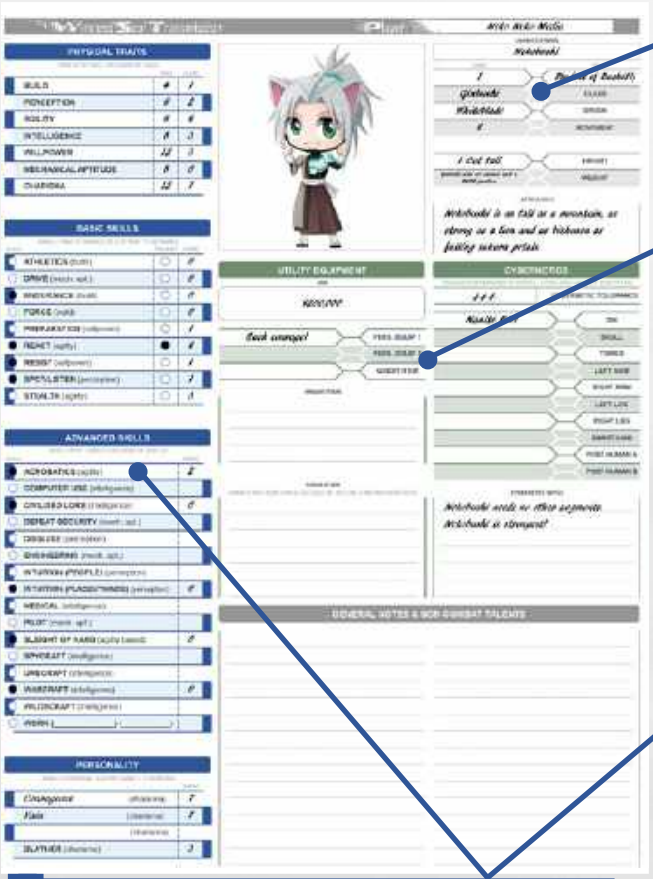
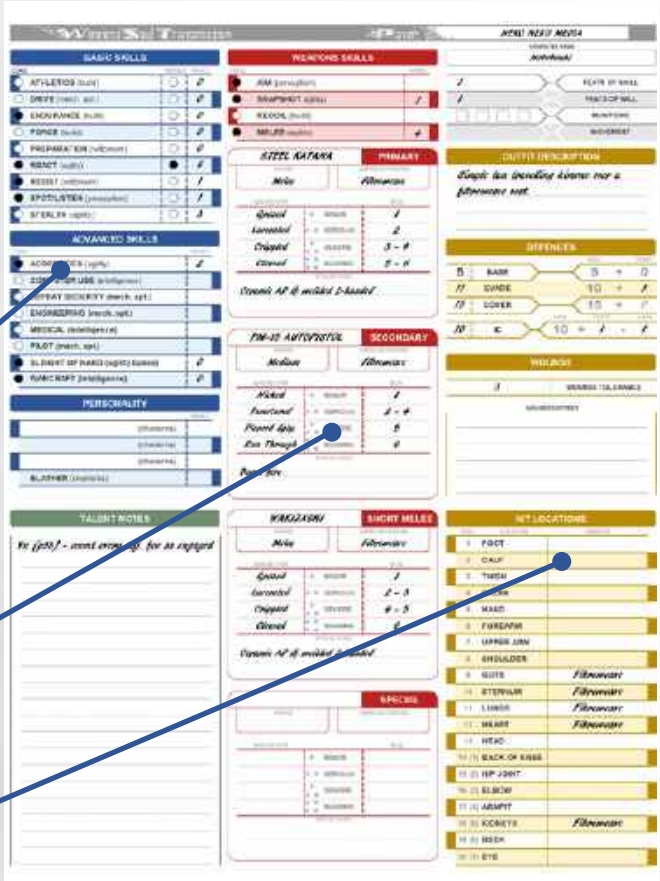
CHARACTER SHEET EXAMPLE





Personal info is recorded here (character's name, class, height, etc.)

The green areas are for cybernetics and other utility gear. p.165

Physical traits and skills are recorded in blue areas. Some skills are repeated on both pages. p.67 & p.122

The red section is for combat. It includes weapon skills and weapons, p.146

The yellow section is for defending. It has your defence scores, armour, and wounds. p.43

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4. CHOOSE A CLASS

Choose one class from the five options available starting on p.69. A class represents the path your hero is on – where they're going and what they aspire to become.

Your class, by itself, will not give you any capabilities but it does determine what skills they can develop (called class skills) and what talents they can learn. For example the system guardian class can get ranks in engineering, a network ghost cannot.

- You can learn more about class skills on p.122.
- Talents are unique to each class and are covered in that classes chapter.

All classes will become powerful but some will tend to be more suited to stand up fights, others to subterfuge. Some like to shoot on the move, others favour sniping.

We recommend you read the overviews for each class and select the one that reflects the way you want to play Wireless Soul Transmission.

CLASS	PAGE #
Augmented	67
Disconnected	77
Ginbushi	87
Network Ghost	97
System Guardian	109

5. CHOOSE AN ORIGIN

From within your class you'll choose one of four origins. Your character's origin is their past, it's how they received their initial skills and equipment and it gives them a connection to the world of Wireless Soul Transmission.

Some origins will slightly alter the options your class made available, but most origins will simply provide starting ranks or training for advanced and basic skills; as well as initial talents and equipment.

- You can learn more about how different skill ranks are determined on p.122.
- Talents are unique to each class and are covered in Part III.
- Weapons, armour, equipment and cybernetics are covered in Part VI beginning on p. 138.

Each of the default origins presents an evocative backstory but you should not feel locked into these concepts. We encourage you to work with your GM to adjust these origins, or even invent a new one, that really speaks to the character you want to play.

6. CHOOSE A VIRTUE AND A VICE

You will choose one virtue and one vice. These help provide an early sense of your character's personality and will be used for making conversational checks.

- Virtues and vices are listed starting on p.126.

You should try and choose a virtue that matches your character concept. Is your samurai humble and soft spoken or brash and assertive.

Vice can be more difficult to choose, since we don't commonly associate them with heroes. The key is to keep in mind that your hero (generally) has their vice under control. You can play a drunk augmented certainly, or you can play one who drinks in their spare time but is by no means 'a drunk'.

If all else fails pick something at random. Vice often provide a fun new way of looking at your character and can liven up the most unexpected moments.

7. SPEND YOUR STARTING AP

All origins will start you with a small number of **advancement points** (AP) you can use to customise your character. You will also receive additional AP when you level up (see Getting Stronger p. 131).

Every class contains a table of benefits which have an AP cost and often other requirements (minimum physical trait scores for example). You'll also notice that your class benefit table is broken into tiers based on level.

Provided you meet the requirements and have enough AP you may purchase anything from your benefits that matches your tier or lower (character's start at level 1).

William Kwan (Quo: 36187234)

THE HUMAN TEMPLATE

PHYSICAL TRAIT MAXIMUMS

PHYSICAL TRAIT	MAXIMUM
Build	4
Perception	6
Agility	6
Intelligence	8
Willpower	12
Mech apt.	8
Charisma	12

Humans of the future are cosmetically identical to those of today, but their travels into space have honed their keen ambition. As a collective, we're wiser, slower to anger, and quicker to forgive, especially among our own kind.

Though there are other species with greater strength, speed or raw intellect, human beings have proven remarkably innovative. While the greatest hallmark of this was the introduction of cybernetic augmentation technology, it is far from the only example. Humanity has spread rapidly throughout the Empire, adapting to strange new technologies and cultures with enthusiasm.

But this species can also be stubborn. The various human governments have been censured numerous times by the Empire, but rarely has this proved to change their behaviours. Their assertiveness and wiliness to defy the Empire has made them leaders among the weaker species, and humanity actively brings these groups together to increase their own influence. In response the Empire has taken some steps to contain human influence, they remain uncertain of just how altruistic our motives may be and our history does not speak well of us.

That the Whisper will change the fortunes of humanity forever is beyond doubt. Not only does it propagate through a human designed technology, but the damage inflicted on Hansei, and what damage it could have done beyond, may yet surpass our capacity to recover from.

Cybernetic Tolerance

A human character may have up to three cybernetic enhancements.

Social Beings

As social creatures, a human being may spend 3 advancement points to select an additional virtue or vice. This may only be purchased once.

Humanity Compared to Other Species

When interpreting the various physical trait maximums, consider that the average maximum for *any* trait across the Empire is six. This means that humans, as a species, are extremely willful, but also quite smart and good with tools. On the other hand we are on the weaker end of the spectrum in terms of raw strength and endurance. With several strengths and just one weakness, humans are overall one of the Empire's more capable species.

Of course, these are maximums. An alien may have a higher species maximum for perception, but that doesn't mean an alien farmer will have higher *actual* perception than a human sniper.

William Kwan (Order #36487234)

PHYSICAL TRAITS

A physical trait is the measure of a character's natural tangible and mental potential. Traits drive your basic skill rank and determine the maximum rank you can reach for your advanced skills. Many traits will also affect combat-specific talents.

The base human template determines the highest score each trait can reach. Fortunately, augmentation allows characters to exceed our species' limitations.

Augmented or not, a trait score can only go as high as 12, or as low as 0. A zero represents a trait that has never been developed, such as an office worker's build or a weight-lifter's agility. Scores with values of one or greater demonstrate some level of training or focus. A weightlifter may have had little reason to improve their agility, but their build score would be impressive.

The physical traits are:

Build

Build is your character's physical stature, a combination of their physical strength and endurance. Build governs many of the basic skills as well as your wounds tolerance and the *recoil* combat skill.

Perception

Perception describes your character's ability to observe the world around them, perceiving that which is distant or small or fleeting. It affects the *spot/listen* basic skill, several advanced skills and the *aim* combat skill.

Agility

Agility is your character's ability to move quickly and flexibly. It affects several advanced skills such as *acrobatics* and *sleight of hand* and contributes to your character's movement speed and *melee* and *snapshot* skills.

Intelligence

Intelligence reflects your character's mental acuity and their ability to understand and learn. Intelligence governs many advanced skills and some wireless talents.

Willpower

Willpower represents your character's confidence and certainty of purpose. It governs the *resist* skill and affects certain class talents. *Resist* is of critical importance in protecting the characters from the Whisper's influence and wireless attacks.

Mechanical Aptitude (Mech. Apt.)

Mechanical aptitude represents your character's knowledge of machines and mechanics. More than just learning, it is the courage to disassemble, the curiosity to investigate mechanical systems, and the talent for putting them back together better using what you've found. It governs several advanced skills.

Charisma

Charisma describes a combination of your character's strength of personality and attractiveness. This trait affects the conversational skills and, by their nature, all heroes are at least relatively charismatic.

THE PLAYTESTERS' STRENGTHS

Stagg Mortlock has the highest **build** of our playtesters characters. Sean wanted to play a human who strives to physical perfection in order to keep up with his augmented companions.

Chubs McGuinness is the most **perceptive** of our example heroes, supporting his investigative skills and penchant for long-range shooting.

Meiliir Whiteblade has the highest **agility**, allowing her to close quickly and strike with precision.

The **Surge Protector** is the most **intelligent** of the team. Many of his class talents require high intelligence. In James' words, "my mind is my weapon." He also has the highest **willpower**. Since he wants to protect others from wireless attacks, he has to first make sure he is not susceptible.

Surge Protector, **Chubs McGuinness**, and **Stagg Mortlock** are all tied for greatest **mechanical aptitude**, but for different reasons. Surge relies on it for his *engineering* ability, while Chubs and Stagg use it to defeat locks and other security systems.

Chubs and **Meiliir** are tied for **charisma** though Meiliir aims to lead and inspire while Chubs focuses on misrepresentation and deception.

William Kwan (Quiz - 36 18/23)

SDN Traffic Watch Surveillance Drone K-77-A

[WARNING: Privacy Override Detected; audio recorder activated at 2341 on 21420111]
[congestion at 259 W and Aurora Way] [cause: Pedestrians occupying intersection]
[control measures required? - - monitoring]
[Authorized personnel on site: Captain #86742-9 – Hajime Saito]

Pedestrian: Get out the way, Saito! This ain't to do with you!
Captain Saito: Stand down, Eric, please. I don't want to hurt you any more than you want me to.
Pedestrian [New tentative ID 'ERIC']: They did this! They'll kill us if we let them! If we don't act now this camp will be dead by dawn!
Captain Saito: Eric. Listen to yourself! They are scavenging food. They're injured, cowering in the dark: they are not your enemy! Have you seen them summon up a Banshee? Did they fly in on their drones? This ridiculous notion that the Hulgari broke the world must end, we face real dangers enough.

[incident escalation reported: weapons visible, rerouting traffic]
[reinforcements requested - - - dispatch unavailable]

ERIC: Get out of the way Saito, you're not a cop anymore, there aren't cops anymore. Just those like us, and those like them!
Captain Saito: It's true there aren't cops, but I'm nothing like you. If you're this sort of guy, the sort of coward trying to hurt innocent people – then I'm the guy who says you're not leaving this camp armed for murder, badge or no badge. The Hulgari didn't cause this Eric and if we prey on the helpless then it doesn't matter who did, because they've won. Put the gun down.
ERIC: That how it is then eh, Saito? Little freaks got to you too did they? Dancing to their tune now, just like hrrrck-

[physical altercation report #OPS883-7549D Initial Medical Assessment – disorderly party rendered unconscious]

Captain Saito: Get him up out of that puddle before he drowns, he'll sleep it off, and the rest of you! This is done, am I clear? You're better than this, and if I have to remind you again it will be the last time.

[congestion dispersing] [medical staff required? - - - negative]

AWETECH-9

William Kwan (Order #36487234)

AUGMENTED

The augmented are warriors who have turned the cybernetic edge into an insurmountable precipice from which they mete out punishment. They field more augmentations than their colleagues, developing the ability to use experimental post-human augmentations that would be beyond the control of lesser minds.

Party Role

Danger others would shy away from, an augmented will stride into, relying on their powerful cybernetics to carry them through.

Between their post-human augmentations and penchant for rapid-fire weapons, an augmented can become a mobile fortress, unleashing a torrent of weapons fire.

Outside of combat, an augmented is frequently the most physically strong of the party and often has solid technology skills.

Age Notes

Statutes existed preventing DNI installation on children under the age of fifteen. This means that no augmented character should be younger than twenty-one at the start of the game (unless they chose the debutant origin).

CLASS SKILLS

Class skills are the only skills that a character may take training in. Note that the list below may be adjusted by your origin.

AUGMENTED CLASS SKILLS

WEAPON SKILLS	BASIC SKILLS	ADVANCED SKILLS
Snapshot	Athletics	Defeat Security
Recoil	Drive	Engineering
Melee	Endurance	Medical
	Force	Pilot
	Preparation	Urbcraft

William Kwan (Order #36487234)

ORIGINS

The augmented were once the common man of society, the empowered middle class whose consumer needs had become the focus of commerce. When the Shatter hit, their fall from grace was dramatic; those who were affected would never be the same again, and those who weren't were treated like confirmed criminals.

Some of the perks of your origin come from within the augmented progression. When you come across these perks, you may not reselect them unless repeats are allowed.

ORIGIN: DEBUTANT

Not yet fifteen when the Shatter struck, you were too young to be connected to the wireless. In truth, you were probably too young to survive the horrors that followed. Your family, what little had survived, were set upon by a collector, but you were saved by a cyborg, one of the last survivors of the Imperial Army. He threw himself bodily at the collector to give you time to escape.

Your family eventually found their way to Eddings Park where you cultivated crops while the powerful augmented, and a few brave disconnected, went out to scavenge critical supplies. You have never once failed to notice that, from that very first horrifying day, it has been the augmented who kept you safe, despite the voice working tirelessly to invade their heads, despite the fear and distrust they face constantly throughout the city.

It is an example you seek to emulate. As soon as the village master would allow it, you began to join the scavenger teams. You're not just looking for things to save the settlement, you're looking for an augmentation, *your* augmentation. You don't know what it will look like, but you'll know it when you see it, and once you have it, you can finally start clearing the debt you've been accumulating these six long years.

Age Note

Because you were not yet fifteen when the Shatter struck, your character can be, at most, twenty years old at game start.

You begin with the following:

- +2 mechanical aptitude
- +1 cover defence
- Training in *drive* and *preparation*
- Rank 3 in *engineering*
- Rank 3 in *urbcraft*
- Rank 2 in *recoil*
- Rank 2 in *snapshot*
- 1 Feat of Skill and 1 Feat of Will
- Rugged Clothing
- Type 1 DNI
- An Ortoc pump-action shotgun
- 20,000 Yen
- A further 4 advancement points to spend as you choose

Debutant Gear Descriptions

Ortoc Pump-action Shotgun:

The Ortoc is a dependable 12-gauge pump-action shotgun used by both law enforcement and civilian security forces.

In game terms, a shotgun that hits, rolls once for damage but affects three hit locations at short range or five at point-blank range.

Ortoc pump-action shotgun			Primary
Range: short		**AP**: Fibreweave	
Clipped [1–2]	**Fractured** [3–5]	**Shattered** [6]	**Pulverised**
Two-handed, scattergun: on hit, injure 3 random hit locations at short range (5 at point-blank range).			

Rugged Clothing

Padding: All locations except eyes

Heavy jackets, layered pants and whatever other pieces of durable fabric or leather could be scavenged. These items are the hall-marks of the post-Shatter survivor. They might not protect from a gunshot, but they're good against the blows, scratches, and even the bites a swarm of berserkers will deliver if they ever get their hands on you.

William Kwan (Order #36487234)

ORIGIN: EXPERIMENTAL

Born to a poorer family, it seemed that augmentation was going to be forever out of your reach. On your world, there weren't enough jobs to go around, and often companies would rather hire no one at all than recruit an unaugmented individual – who local laws prevented them from ever firing. Despite the conditions, you survived – you never thrived, but you survived.

One day you were offered an unprecedented chance. Denim Neural Robotics offered paid-for installation of cybernetics in exchange for testing some experimental augmentations. Your life changed overnight. You were not just as good as the other augs, you were *better* than most of them. DNR gave you a well-paying job with relocation to the human capital of Aratayo where they were going to set you up with an apartment until you could find your feet.

But the augmentations carried an unexpected cost, the people from your old life saw what you did as a betrayal. Your parents disowned you. Your partner left you, and when you departed your home planet, you went alone.

And fate had one more card to play.

The Wireless Whisper hit while you were en route, and you arrived at your new paradise only to find it overrun with madness.

You begin with the following:

- +1 mechanical aptitude and +1 intelligence
- +1 cover defence
- Training in *athletics*
- Rank 2 in *snapshot*
- Rank 1 in *melee*
- 1 feat of skill and 1 feat of will
- Plain street clothes including a shirt proclaiming, 'this is Sparta'
- Type 1 DNI
- An Ootori Syndicate PM-35 Auto pistol
- An DNR Integral Gravity Harness Augment
- 500,000 Yen
- A further 4 advancement points to spend as you choose

Experimental Gear Descriptions

DNR Integral Gravity Harness

-2 IC, allows flight up to your movement speed
Padded armour: Guts, sternum, lungs, heart, kidneys

The DNR integral gravity harness is a prototype cybernetic from Denim Neural Robotics. It utilises Newtonian lattices to create momentum in a direction controlled by the will of the user. If no direction is given, the harness simply allows the user to float in place.

This system is powered by a lithium-ion fuel cell but uses a constant power draw to cancel out the cells own weight. With reasonable use, the battery should last about six months.

Ootori Syndicate PM-35 Auto pistol

The PM-35 is an almost ubiquitous corporate sidearm in the Verdant Crest. The Ootori syndicate offered significant discounts on this normally high-end side arm to all the major zaibatsu and their ginbushi clans, which resulted in near universal adoption. The syndicate then gradually increased the price of ammunition, a long-term investment that might have paid off if the Whisper hadn't hit.

The weapon itself is light-weight, durable and has reasonable stopping power. It has the burst-fire capability, which allows volley-fire attacks to be made as simple actions.

PM-35 Auto pistol			Secondary
Range: Medium		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Burst			

William Kwan (Order: 36187234)

ORIGIN: WAR VETERAN

You weren't the first to take to augmentation – some said you were even against it – but you certainly believed in what the Empire stood for. You were in the Imperial Fleet Mobile Infantry during the Iron Rings campaign, you saved your commanding officer, but it cost you dearly.

A year later you were back, sporting extensive cybernetics to the left side of your body. You joined the first wave in Operation Peril, and when the Wireless Whisper hit, you were with the last organised resistance in Operation Tidebreaker. You've seen firsthand what cybernetics can do, but it couldn't stop the fall of Hansei, and it certainly couldn't stop the Whisper.

You begin with the following:

- +2 build
- +1 cover defence
- Training in *force*
- Rank 2 in *pilot*
- Rank 1 in *snapshot*
- Rank 2 in *recoil*
- The cybernetic specialist benefit
- 1 feat of skill and 1 feat of will
- Instead of *urbcraft*, you treat *warcraft* as a class skill
- Urban camouflage pants, sleeveless shirt.
- Type 1 DNI
- A shoulder-mounted tracker gun
- An ITM Adjudicator left arm
- 2,000 Yen
- A further 2 advancement points to spend as you choose.

War Veteran Gear Descriptions

ITM Adjudicator Arm

-2 IC, +4 maximum build, +1 build
Ceramic armour: hand, forearm, upper arm, shoulder
Fibreweave: elbow, armpit

The Adjudicator range of cybernetics are designed for high intensity policing and military units. It uses advanced pseudo-musculature to significantly increase the wearer's strength and incorporates the package in a ceramic plating with a carbon-fibre mesh protecting the joints.

Shoulder Mounted Tracker Gun

-2 IC, requires Post-Human slot

The tracker gun is a swivel mounted rapid-fire gun that is aimed and fired using the wielders DNI. In game terms, the tracker gun is always considered wielded and may trigger as an off-hand attack when firing with a weapon in your hands (or vice versa). Note that the weapon does require one of the user's weapon slots as per the below profile.

The tracker gun can fire single shot, burst fire or autofire. The burst-fire mode allows you to make volley attacks as a simple action.

Tracker Gun			Secondary
Range: Long		**AP**: Ceramic	
Nicked [1]	**Punctured** [2–3]	**Pierced Deeply** [4–5]	**Shot through** [6]
Burst, autofire			

William Kwan (Order #36487234)

ORIGIN: OBSOLETE

You were once a proud ginbushi of the Stillwater Clan. Your powerful augmentations and superior training allowed you to defeat numbers that would be insurmountable for a lesser soldier.

But times change, and technology moves on. The new nano-augmentation promised ginbushi who were even more formidable than the best of your generation – but it wasn't compatible with traditional augmentation. A lucky few of the most senior ginbushi had cloned limbs provided to replace their cybernetics so they could undergo the nano-augmentation treatments, but you were not among them.

Bristling at the implied insult and unwilling to 'age out' as unwanted second-line equipment, you did the unthinkable, you quit.

There were, of course, ramifications. Most of your augmentations were owned by the corporation and were repossessed, leaving you with whatever cheap prosthetics that you could afford. Your savings were enough to keep one, however; and that one became the symbol of your pride.

And it had a heavy cost. The Stillwater Clan and the Itero Group both treated you as though you'd never existed, which left you with few job prospects. Your carefully honed skills began to waste away from disuse as you worked long weeks in arduous jobs just to make a basic cost of living. Your swords sat unused on their shelf – their idleness like an accusation.

William Kwan (Order #36487234)

And then the Shatter happened, and suddenly obsolete didn't matter. While most of the *real* ginbushi were hiding in their arcologies, *your* blade was protecting the survivors. It doesn't matter that your skills have faded, there is now no shortage of foes on which to polish them.

Age Notes

Nano-augmentation was pioneered in 2129, which means, to be a pre-nano-augmentation ginbushi, your character must be forty years of age or older when the game starts.

You begin with the following:

- +1 agility and +1 willpower
- +2 evade defence
- Training in *resist*
- Rank 3 in *melee*
- 1 feat of skill and 1 feat of will
- An aging black kimono
- Type 1 DNI
- A steel katana, its *kaishira* (bottom of the hilt) bearing the lake and moon *mon* (emblem) of Clan Stillwater
- A steel wakizashi
- A Budo skull augment
- 5,000 Yen
- A further 4 advancement points to spend as you choose.

Obsolete Gear Descriptions

Budo Skull Augment

-2 IC
Fibreweave: head, neck, eyes

The Budo skull augment was the cornerstone of the original ginbushi's upgrade package and one of their greatest kept secrets. Combining predictive analytics, adrenal manipulation, and neural short-cuts, it allowed the ginbushi to achieve supernatural response times.

Once per round, you may change the result of a successful attack against you from a hit to a miss. This cannot be used against *melee* attacks from characters with the same augment or the *heijoshin* talent.

The Budo implant can also be used when rolling to escape a blast – a character may treat one failed *react* roll as a success.

Steel Katana

Forged from a composite of steel alloys this curved, single edged sword is the primary weapon of the *daishō* (sword pair) that marks the ginbushi. Anyone who wears the twin swords of the daishō is honour-bound to accept a challenge to single combat by another samurai.

The *kaishira* (bottom of the hilt) bears the lake and moon *mon* (emblem) of Clan Stillwater.

When wielded with two hands, the AP of this weapon is increased by one tier.

Steel Katana			Primary
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2]	**Crippled** [3–4]	**Cleaved** [5–6]
When wielded with two hands, the AP can be upgraded to ceramic.			

Steel Wakizashi

The wakizashi is the shorter of two swords that make up the daishō that is the mark of a fighting samurai. While in some rare styles a wakizashi was used as an offhand weapon, most commonly it serves as a backup for tight quarters or the loss of the primary weapon.

Wakizashi are also worn by members of the corporate nobility as a badge of rank. By wearing only one of the swords of a daishō they may not be called on to duel.

When wielded with two hands, the AP of this weapon is increased by one tier.

Steel Wakizashi			Short Melee
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2–3]	**Crippled** [4–5]	**Cleaved** [6]
When wielded with two hands the AP, can be upgraded to ceramic.			

William Kwan (Order #36487234)

LEVELING UP: AUGMENTED

Each level up, an augmented gets 8 advancement points to spend on the tables below according to your level. Once you ascend to higher levels, you may still purchase from the earlier tables where you feel appropriate.

LEVELS 1 – 3: ENHANCED HUMAN

COST	REPEAT	BENEFIT
4	Yes	Fitness
3	Yes	Basic Skill Training
1	Yes	Advanced Skill Training
1	Yes	Weapon Skill Training
Free	1/Lvl	Honing Defence
2	No	Cybernetic Specialist
2	No	Headshot
2	No	Mechanical Lockgrip
2	No	Steel Barricade
2	No	Trigger Mashing

LEVELS 4 – 6: CYBORG

COST	REPEAT	BENEFIT
Free	No	+1 Cover
Free	No	Aim now a Class Skill
2	No	+1 Feat of Skill
2	No	Bracing
2	No	Friend/Foe Reflexes
2	No	Greater Cybernetic Tolerance
2	No	Iron Sprint
2	No	Rend Apart

LEVELS 7 – 9: STEELSOUL

COST	REPEAT	BENEFIT
Free	No	+1 Evade
Free	No	+1 Cover
2	No	+1 Feat of Skill
2	No	Cybernetic Expert
2	No	Double Tap
2	No	Lock On
2	No	Mental Reset
2	No	Rocket Tamer

LEVELS 10 – 12: SINGULARITY

COST	REPEAT	BENEFIT
Free	No	+1 Cover
2	2 repeats	+1 Feat of Skill
2	No	Autopilot Failsafe
2	No	Independent Focal Centres
2	No	Iron God
2	No	Pre-targeting
2	No	Split Second Accuracy

BENEFIT TIER ONE – ENHANCED HUMAN

Fitness

Each rank of fitness allows you to increase one physical trait by 2 points and a second by 1 point. While you may repurchase this, you may not push any physical trait above its maximum. These maximums are defined by the base human template initially (see p.66), but can be improved by many augmentations.

Basic Skill Training

Select one basic skill from your class skill list and consider it trained. Trained basic skills use the full trait bonus instead of half when making checks.

You may purchase this multiple times each level, applying the training to a new basic skill each time.

Advanced Skill Training

Select one advanced skill from your class skill list and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

Weapon Skill Training

Select one weapon skill from your class skill list and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

William Kwan (Quiet 36187234)

Honing Defence

Each time you level up, you may add +1 to your cover and evade defences at no cost in advancement points.

Cybernetic Specialist

A life dedicated to study and use of augmentation has given you the rare ability to control post-human augmentation. Over time, your body has also become better adapted to these augmentations.

This ability unlocks the first post-human augmentation slot. It also grants +1 cybernetic tolerance and +2 IC defence.

Headshot

Requires a smart-linked weapon
Talent – Incidental

After making a successful attack, you may spend a feat of skill to select the head for the hit location. You may do this once per session.

Mechanical Lockgrip

Requires build-enhancing cyber arm
Talent – Off-turn action

Once you grab something, mechanical locks click into place making it almost impossible for someone to force you to let go.

Any time you're called on to make a *force* check to maintain a grab, you are assumed to have rolled the maximum possible result.

Steel Barricade

Talent – Off-turn action

Spend a feat of skill to reassign a hit against you to any location that has an augmentation. You may only use this ability against one attack per round.

Trigger Mashing

Requires rank 3 Recoil
Talent - Incidental

When using volley fire or dual wielding, your first attack always triggers an additional attack. If you are both dual wielding and using volley fire, you must choose whether the automatic trigger is for the off-hand weapon or the additional volley fire attack.

BENEFIT TIER TWO – CYBORG

Bracing

Requires two cybernetic legs
Talent - Incidental

By setting your feet and locking the actuators, you can brace a weapon of almost any size. You may ignore the setup requirement for any weapon that can be setup in a single round or less.

Friend/Foe Reflex

Requires a smart-linked weapon
Talent - Incidental

By slaving your reflexes to a computer-based IFF (Identify Friend/Foe) system, you can guarantee first shot in most situations.

Any time you would be called on to make an opposed *snapshot* roll to determine who fires first, you automatically win so long as the target does not have the same special ability.

Individuals who are known allies are marked as friends; however, the system will arbitrate any other new arrival who attempts to level a weapon as hostile and would automatically cause the augmented to fire on them (so long as the augmented is eligible to do so).

Greater Cybernetic Tolerance

Requires Cybernetic Specialist

Your body continues to adapt to your constant dependence on cybernetics. You gain + 1 cybernetic tolerance.

Iron Sprint

Requires two cybernetic legs, one of which must be agility based
Talent – Long Dash

By spending a feat of skill, you can achieve a temporary burst of truly ridiculous speed, achieving velocities of up to 100km/h for a single round, allowing you to catch a moving vehicle etc.

The trade off for this speed, is that the augmented is almost incapable of turning. When used in combat, you may move in a straight line to any unobstructed square in medium range. While running the character may not perform any simple or complex actions, though they may attempt to leap onto, or grab something.

William Kwan (Order #36487234)

Rend apart

Requires two build-enhancing cybernetics
Talent – Simple action

You may use efforting rolls for strength checks to pull objects (or pull objects apart). The task you're attempting must be such that you can apply the force across only cybernetic limbs (generally either two cyber arms or a cyber arm and a cyber leg).

The GM will determine an appropriate difficulty for the task.

BENEFIT TIER THREE – STEELSOUL

Cybernetic Expert

Requires Greater Cybernetic Tolerance

You've become a benchmark point for low cybernetic rejection. You gain + 1 cybernetic tolerance and +2 IC defence and may now use the second post-human augmentation slot.

Double Tap

Talent - Incidental

You never spare that second bullet to make sure the target stays down. When you hit with a *snapshot* attack, make two hit location and damage rolls.

Lock On

Requires a smart-linked weapon
Talent - Incidental

Once you successfully hit an opponent with a *volley*, *aim*, or *snapshot* attack, your onboard software maintains the firing solution. So long as the target's defence rating does not increase (e.g., they move into cover) you will hit with all further attacks with no attack roll required.

The lock remains until the end of the encounter.

Mental Reset

Talent - Incidental

By spending a feat of will, you can use pure force of mind to reset and reclaim function of one of your cybernetic limbs or other implant. This incidental action clears afflictions such as machine curse and can reduce severe (but not maiming) damage to serious, thus restoring use of the limb.

Note that, because this ability is activated, it cannot overcome full body control and does not affect figments.

Rocket Tamer

Requires a smart-linked weapon
Talent - Incidental

When making an attack from a weapon that scatters, the augmented may choose the direction in which the blast will scatter (but not the distance).

BENEFIT TIER FOUR – SINGULARITY

Autopilot Failsafe

Requires Mental Reset
Talent - Incidental

When you purchase this talent select a cybernetic limb of your choice. If you fall under control of the Whisper, or are otherwise disabled, you retain control of that particular limb, potentially allowing you to drag yourself to safety or otherwise thwart the efforts of the Whisper.

You may only take this talent once, however you may change which limb it applies to any time the group rests.

Independent Focal Centres

Talent - Incidental

When using volley fire, burst fire, or dual wielding, you may distribute additional attacks to any opponent in front of you.

William Kwan (Order: 36187234)

Iron God

Requires Cybernetic Expert

They say you've gone too far, that you've become something else. They say you've lost your humanity. You say you've replaced it with something better.

You gain +3 cybernetic tolerance and +3 IC defence.

Pre-targeting

Requires Lock On
Talent – incidental

Once per round, you may spend an incidental action to make a *recoil* attack roll against the target of your choice. If this would constitute a hit, no attack is made but the target is considered 'locked'. Up to five targets may be locked in this manner, and the lock lasts until the end of the encounter.

By spending a munitions token and a simple action, you may launch an attack against any number of targets you currently have locked, automatically hitting them.

Split-second Accuracy

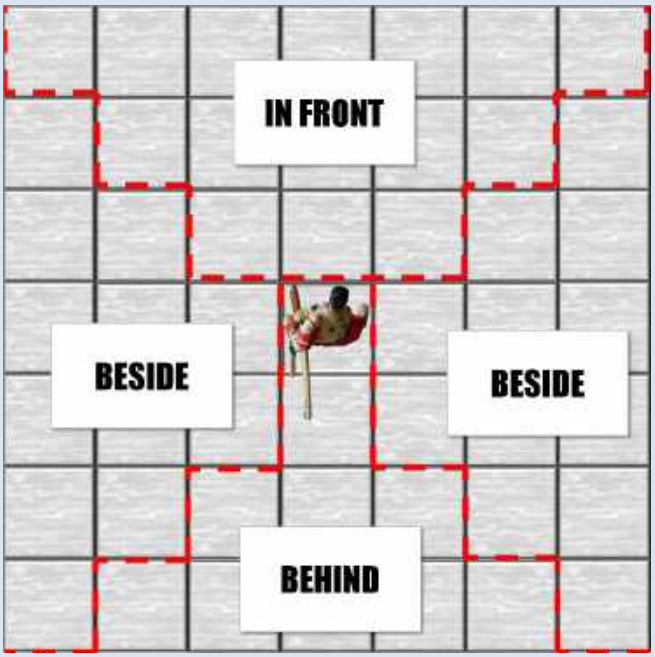
Requires Trigger Mashing, a smart weapon, and 12 agility
Talent - incidental

Spend a feat of skill before making your first attack roll on an autofire attack, and you may consider the first four attacks to trigger additional autofire attacks even if the natural roll wasn't high enough (making five attacks total).

You may also use this with volley or burst fire attacks to grant three guaranteed attacks.

While this cannot be used to force an off-hand attack while dual wielding, you may elect to spend a second feat if the second weapon does trigger. This would potentially allow ten attacks across two weapons.

What counts as 'in front'
Generally the idea of which opponents lie in the direction your character is facing (rather than 'beside or behind her') should be fairly common sense. Should a serious disagreement breakout over which tiles count, please consult the below.



William Kwan (Order #36487234)

DISCONNECTED

There have always been those who refused augmentation, whether because of paranoia, a sense of naturalism, or even just a lack of means, and when the Shatter hit, these individuals suddenly became more than just a fringe minority. Where the augmented must scatter to protect themselves from each other, the disconnected have banded together and comprise what remains of human civilisation.

But even among the disconnected, there are those who stand out, whose will to live and to thrive has made them innovative and resourceful.

Party Role

The disconnected is both the most challenging and most rewarding of the party roles. You must face the same horrors as the rest of the party and hold your own without augmentation.

In combat, disconnected like to provide supporting fire. Hanging back in stealth with a silenced heavy rifle or laying down suppressing fire with a pulse gun.

But where the disconnected really shines is when the Whisper starts seizing control of the party's augmented members – when its illusions and figments make it impossible to tell which way is forward. Totally immune to wireless abilities, it falls to the disconnected to hold the party together when no one else can.

CLASS SKILLS

Class skills are the only skills that a character may take training in. Note that the list below may be adjusted by your origin.

DISCONNECTED CLASS SKILLS

Weapon Skills	Basic Skills	Advanced Skills
Aim	Athletics	Disguise
Recoil	Preparation	Intuition (People)
	Stealth	Intuition (places/ things)
		Medical
		Urbcraft

ORIGINS

The disconnected are a mix of those who had never taken up augmentation and those who, for reasons of their own, chose to have their augmentations removed. For both, just living in a world of augmented individuals who might turn violent at any time has been a harsher training regime than most commandos would receive.

ORIGIN: DISAUGMENTED

Before the Shatter, you were a renowned surgeon, a man whose hands were steady as concrete and who never made a mistake. One of the secrets of your success was your augmented right arm. From elbow to wrist it was able to perform to exacting specifications that no human limb could match.

The Whisper changed that. Collectors attacked the hospital, and as they murdered their way through the trauma wards, you noticed the pattern, noticed what they were after.

The last surgery you ever performed was the removal of your own cybernetic arm.

Age Note

Statutes preventing DNI installation on children under 15, combined with your medical doctorate, means your character should be at least 25 years old at game start.

You begin with the following:

- +2 intelligence
- +1 cover defence
- Training in *athletics*
- Rank 3 in *aim*
- The specialisation benefit tagged to *medical* and 5 ranks in *medical*
- Instead of *urbcraft*, *civilised lore* is a class skill
- 1 feat of skill and 1 feat of will
- Expensive civilian clothing with designer jeans and a black leather jacket.
- An Ootori Syndicate PM-35 Auto pistol
- No right forearm – You may not use two handed weapons or perform any task that would require two hands.
- 1,000,000 Yen
- A further 4 advancement points to spend as you choose.

William Kwan (Ono - 36187234)

Disaugmented Gear Descriptions

Expensive civilian clothing and a leather jacket

Padding: Forearm, upper arm, shoulder, guts, sternum, lungs, heart, elbow, armpit, kidneys

These high-end clothes have shown some wear since the Whisper struck, but they've lived up to the vendors claims that they were tear and stain resistant. The expensive leather jacket is intended for style, rather than protection, but it is well made and should resist some impacts.

Ootori Syndicate PM-35 Auto pistol:

The PM-35 is an almost ubiquitous corporate sidearm in the Verdant Crest. The Ootori syndicate offered significant discounts on this normally high-end side arm to all the major zaibatsu and their ginbushi clans, which resulted in near universal adoption. The syndicate then gradually increased the price of ammunition, a long-term investment that might have paid off if the Whisper hadn't hit.

The weapon itself is light weight, durable, and has reasonable stopping power. It has the burst-fire capability, which allows volley-fire attacks to be made as simple actions.

PM-35 Auto pistol			Secondary
Range: Medium		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Burst			

William Kwan (Order #36487234)

ORIGIN: SOLE SURVIVOR

You grew up in space. Your family were interstellar traders by profession, and everyone worked to keep the ship flying.

Almost from birth, you decided augmentation wasn't for you; you had a sense that if you connected to the wireless it would mean your demise. Even after you became a successful pilot, your position on the matter was one your family and friends would never make peace with. They didn't like the instinctive way you assessed people and things, and how often you were correct. They especially didn't like your promise that augmentations would turn deadly, not with every one of them sporting some form of cybernetics.

Cruelly, the Whisper would prove you right. The ship was in orbit around Hansei when the Shatter hit, and in an instant, half the crew, half your family, were gone. More died as the Whisper turned the air toxic, then vented it, then overheated the power plant, and finally put the ship into a suicide dive to the planet's surface.

In the end, it was just you and your brother, desperately fending off everything the Whisper could throw at you, as the ship came hurtling down. Then your brother turned savage and beat you near to death before you were able to get a pistol between you and him. You hadn't really meant to kill him, but what choice did you have?

An hour later, you staggered out of the crashed ship, buried your family, and made your way to Aratayo on foot. The stars had not been kind to you, perhaps the city would be.

How wrong you were.

You begin with the following:

- +1 build and mechanical aptitude
- +1 cover defence
- Training in *preparation*
- Rank 2 in *intuition (places/things)*
- Rank 2 in *intuition (people)*
- Rank 3 in *recoil*
- Rank 2 *pilot*
- *Pilot* is considered a class Skill.
- The *trigger mashing* Talent
- 1 feat of skill and 1 feat of will
- Crew fatigues and a Fibreweave vest
- The Kin-killer auto pistol
- 100,000 Yen
- A further 4 advancement points to spend as you choose.

Sole Survivor Gear Descriptions

Crew fatigues and a fibreweave vest

Fibreweave: Guts, sternum, lungs, heart, kidneys

The family had long ago invested in crew fatigues that were rugged and functional, traits that have proved critical in the days since. You've supplemented this with a fibreweave vest you recovered from the ship's small arms locker.

Kin-killer

This was a SpaceGear P-11 Pistol, designed for use in any atmosphere, or total vacuum. When you pulled it from the small arms locker during the Shatter, it had never been used. The first shots it fired killed your brother. You wanted to get rid of it after the crash, but the same instinct that warned you from augmentation, told you this weapon had lives yet to save.

When engaged in melee by any Whisper agent that was once human (berserkers, suzerains, etc.) you may make a special *recoil* attack. This simple action uses two units of munitions; roll once to hit and once for damage, but apply that damage to five hit locations.

Like all auto pistols, this weapon also has the burst fire capability which allows volley-fire attacks to be made as simple actions.

Kin-Killer			Secondary
Range: Medium		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Burst			

William Kwan (Order: 36187234)

ORIGIN: WHISPER ORPHAN

You weren't even 15 when the Shatter struck. You'd spent your whole childhood waiting for your fifteenth birthday when you would be old enough to get your DNI implant. You'd even picked one out: the Effreti 7 with a new tech they called Deep Immersion for 'an unrivaled streaming experience'.

The Shatter happened the day before your birthday. The augmented all say you were spared because you weren't connected, but they clearly don't know what spared means. Your two older siblings, *they* were spared, they died in the opening scream of the Shatter – they weren't left desperately on hold with the emergency services because two of their family members had just had massive heart attacks at the table while your father just stared off into the distance. They weren't chased out of the house with a kitchen knife when their mother came home as a berserker two days later.

You grew up fast after that, after the augmented went mad and destroyed the world. You learned how to find food and shelter, how to avoid the berserkers and peacemakers, when to fight and when to hide. While everyone else was lamenting the loss of the old world, you learned how to thrive in this one. It's dark and dangerous and light years from what you were promised…

…but it's yours.

Age Note

Because you were under 15 when the Whisper arrived, your character can be, at most, 20 years old at game start.

You begin with the following:

- +1 perception and willpower
- +1 cover defence
- Training in *stealth*
- Rank 3 in *urbcraft*
- Rank 2 in *aim*
- Rank 1 in *recoil*
- The *Team Work* Talent
- The *Escape Artist* Unique Talent
- 1 feat of skill and 1 feat of will
- Rugged Clothing
- A Kantarka Combine CR-37 Assault Rifle.
- 200,000 Yen
- A further 4 advancement points to spend as you choose.

Escape Artist:

Dash movement

Growing up after the Shatter meant growing up lean. Prolonged periods of malnutrition have left you fine-boned and petite, which can be an advantage. There are places you can squeeze into that berserkers have trouble reaching.

You may spend a feat of skill to disappear into a conveniently available vent, crevice or some other nook or cranny. This hiding place will be located within your movement range, but the exact location will be chosen by the GM. There may be cases where the GM rules a hiding place is simply implausible (standing in the middle of a concrete plaza). Performing this action counts as a dash movement.

Once in this hiding place, you are considered invisible, but you may not take any action without first squeezing back out of your hole.

Whisper Orphan Origin Gear Details

Kantarka Combine CR-37 Assault Rifle:

The Kantarka Combine is a major small-arms manufacturer that has been censured several times by Imperial authorities for supplying weapons to governments and organisations on the 'no sale' list.

The CR-37's low cost and ready availability more than makes up for its tendency to jam unless maintenance requirements are rigidly adhered to.

Like most assault rifles, this weapon can fire single shot, burst fire, or autofire. The burst-fire mode allows you to make volley attacks as a simple action.

CR-37 Assault Rifle			Primary
Range: Long		**AP**: Ceramic	
Nicked [1]	**Punctured** [2–3]	**Pierced Deeply** [4–5]	**Shot through** [6]
Burst, autofire, two-handed			

Rugged Clothing:

Padding: All locations except eyes

Heavy jackets, layered pants and whatever other pieces of durable fabric or leather could be scavenged. These items are the hallmark of the post-Shatter survivor, they might not protect from a gunshot, but they're good against the blows, scratches, and even bites a swarm of berserkers will deliver if they ever get their hands on you.

William Kwan (Order #36487234)

OLD MAN BUNNY-KILLER

A lot of you have asked me what the Old Man was like before the Shatter, and just as many have been frustrated when I said he was about the same. What I suppose I've always left out is that we were different. The world was different.

Now before I say anything else, I want you to know that I was nine when the Shatter hit – my biggest challenge was grade four maths.

The Old Man used to live over our back fence. To my mum and dad, he was Mr. Nordstrom, but to my friends and me, he was Bunny-Killer. He had a hutch of rabbits, you see, and my friends and I used to play with them through the fence. Then one day we saw him kill one, he just snapped its neck with his bare hands and then started skinning it. We screamed at him to stop and told our parents to call the police. They didn't of course, but they also stopped speaking to him.

After that we used to call him names, throw rocks at his windows, and one day I snuck in to break the wire on his hutch so the bunnies could escape. It had a lock on it, but I had it in my head that I'd just yank the wire open with my hands. Foolish idea, the Old Man has always used good wire.

I'm about to give up when I hear something, and I turn and there is the Old Man. I ball up my bloodied fists and get ready for the fight of my life, but he just says, 'This is the first time you've tried to break into a bunny hutch, isn't it?' I said that it was, and he asked what I would do differently next time.

I said I'd probably bring something to cut the wire. Well, I said quite a few childish things first, but he just waited while I worked through bluster and embarrassment at being caught.

'Let's give that a try shall we?' he said, and gave me his multi-tool and told me how to open the wire cutter part.

So, like a brat, I cut the cage open, right in front of him, and let all his rabbits escape. Then he said, 'Practice is often the difference between success and failure. How much practice have you had at surviving on your own?'

I told him I hated him because that seemed important at the time, and then I ran away and hid in my bedroom. My parents found me with cut hands and a stolen multi-tool, muttering hateful things about the bunny killer and this time they did call the police. Not all the weapons the Old Man was keeping in his basement were licenced, so he was fined and given a severe warning. He avoided jail, but they told him he'd have to move house and get a monitoring chip installed.

The Shatter hit before that could happen. My parents were... well you know how it was, but I remember sitting on the floor of my room, starving, thirsty and cradling that multi-tool while I listened to all kinds of noises from downstairs. Then my door opens and there's the Old Man with guns and two survival packs loaded with food and water and everything you could want. He just drops one on the floor by my feet and says, 'you coming?'

So no, the Old Man hasn't changed a bit, but the world definitely has.

William Kwan (Quiz - 2016/7/31)

ORIGIN: THE WOODSMAN

You realised early that the wireless world just wasn't for you. You weren't big on people to begin with, and connecting your brain to a massive network was several bridges too far for you. In the cities, being connected was basically mandatory, so you became a ranger for one of the wilderness areas outside Aratayo. They were happy days, helping young ignorant people who had gotten themselves in trouble and thinning out dangerous predators.

You probably recognised the scale of the Shatter before most of the connected – in a way you'd been expecting it.

But just because you didn't want your brain linked to everyone else's, didn't mean you didn't care. You grabbed your rifle, packed your survival gear, and headed into the city.

It was time to help more ignorant young people who'd gotten themselves into trouble.

You begin with the following:

- +3 perception
- +1 cover defence
- Training in *spot/listen*
- Rank 2 in *medical*
- Rank 3 in *wildscraft*
- Rank 3 in *aim*
- The I Don't Think It Saw Us talent
- Instead of *urbcraft*, *wildscraft* is treated as a class skill
- 1 Feat of Skill and 1 Feat of Will
- Durable all-weather clothes
- An old Earth hunting rifle called Terra Antiqua
- 20,000 Yen
- A further 4 advancement points to spend as you choose.

Woodsman Gear Details

Durable All-weather Clothing:

Padding: All locations except head and eyes

These clothes aren't new, but they were made to last. A matched windbreaker and pants made from tear resistant nylon with thick layers of synthetic insulation. Not only does this provide proof against extremes of cold and wet weather, it also provides some resistance against scratches and minor blunt impacts.

Terra Antiqua:

This delightful wood-finished antique was manufactured during the last decade on the homeworld. Since that day, almost every part has been replaced, but to you it still marks an unbroken link between you and old Earth.

It's never let you down either, maybe she's not as lethal as those syndicate models, but she's light, and that's gotten you out of many a fix.

Terra Antiqua			Primary
Range: Long		**AP**: Ceramic	
Nicked [1]	**Punctured** [2]	**Pierced Deeply** [3–5]	**Shot through** [6]
Two-handed			

LEVELING UP: DISCONNECTED

Each level up, a disconnected gets 8 advancement points to spend on the below table according to your level. Once you ascend to higher levels, you may still purchase from the earlier tables where you feel appropriate.

LEVELS 1 – 3: SURVIVALIST

COST	REPEAT	BENEFIT
4	Yes	Fitness
3	Yes	Basic Skill Training
1	Yes	Advanced Skill Training
1	Yes	Weapon Skill training
Free	1/Lvl	Honing Defence
2	No	I Don't Think It Saw Us
2	No	Mecha Takedown
2	No	Team Work
2	No	Trigger Mashing

LEVELS 4 – 6: INDEPENDENT

COST	REPEAT	BENEFIT
Free	No	+1 Cover
Free	No	Snapshot now a Class Skill
2	No	+1 Feat of Skill
3	No	Adaptable
2	No	Cyborg Hunter
2	No	Hone Shot
2	No	Rally
2	No	Walk Your Shots

William Kwan (Order #36487234)

LEVELS 7 – 9: FEARLESS

COST	REPEAT	BENEFIT
Free	No	+1 Evade
Free	No	+1 Cover
2	No	+1 Feat of Skill
2	No	Ambush
2	No	Corrective Action
2	No	Desperate Disable
2	No	Innovation
2	No	Specialised

LEVELS 10 – 12: SPIRIT OF HIDEYOSHI

COST	REPEAT	BENEFIT
Free	No	+1 Cover
2	2 repeats	+1 Feat of Skill
3	No	Faster, Stronger, Smarter
2	No	Target Zeroed
2	No	Well Targeted Volley
2	No	Will to Live

BENEFIT TIER ONE – SURVIVALIST

Fitness

Each rank of fitness allows you to increase one physical trait by 2 points and a second by 1 point. While you may repurchase this, you may not push any physical trait above its maximum. These maximums are defined by the base human template initially (see p.66), but can be improved by many augmentations.

Basic Skill Training

Select one basic skill from your class skill list and consider it trained. Trained basic skills use the full trait bonus instead of half when making checks.

You may purchase this multiple times each level, applying the training to a new basic skill each time.

Advanced Skill Training

Select one advanced skill from your class skill list, and increase it by one point.

You may purchase this multiple times each level, but you may not push any skill beyond its governing trait.

William Kwan (Order #36487234)

Weapon Skill Training

Select one weapon skill from your class skill list and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

Honing Defence

Each time you level up, you may add +1 to your cover and evade defences at no cost in advancement points.

I Don't Think It Saw Us

Requires training in Stealth
Talent – Off-turn action

Once per encounter, when you or an ally fail a *stealth* check, you may treat the roll as though it were successful so long as the character who failed the roll remains stationary until the end of their next turn.

Mecha Takedown

Requires rank 3 Aim
Talent – Complex Action

When making an aimed shot attack against a robot you may spend a feat of skill to use the weak point table for hit location.

Team Work

Talent - Incidental

Whenever you make an assist, or others assist you, in a skill check, the benefit is doubled. When you are contributing to efforting checks, your contribution is doubled so long as at least one other character attempts the same efforting check this round.

Trigger Mashing

Requires rank 3 Recoil
Talent - Incidental

When using volley fire or dual wielding, your first attack always triggers an additional attack. If you are both dual wielding *and* using volley fire, you must choose whether the automatic trigger is for the off-hand weapon or the additional volley fire attack.

BENEFIT TIER TWO – INDEPENDENT

Adaptable

Select a basic skill not on your class skill list. You are now considered 'trained' in that skill.

Cyborg Hunter

Requires Mecha Takedown
Talent – incidental

When you hit with an aimed shot attack against a cyborg opponent, you may spend a feat of skill to choose any hit location that has a cybernetic augment.

Hone Shot

Requires 6 Perception
Talent - incidental

Any time you make an *aim* attack and miss, your character is deemed not to have fired and instead continues to home in on their target.

Provided your target is still visible at the beginning of next round, you may make another *aim* attack against the same target and add your previous total to the new skill check.

Rally

Requires rank 4 Willpower
Talent - Incidental

Once per encounter, you can restore one feat of skill or feat of will to each ally, including yourself, who is able to hear you.

Walk your shots

Requires Trigger Mashing
Talent - Incidental

When making a full auto-attack roll 2d20 + *recoil* for the first attack roll. In addition to increasing the chances of scoring a hit, if either dice is over 10, you trigger the normal follow-on attack.

Follow-on attacks only roll 1d20 + *recoil* as normal.

William Kwan (Order #36487234)

BENEFIT TIER THREE – FEARLESS

Ambush

Requires training in Stealth
Incidental

When making a *stealth* attack, you may elect to add the effects of *cyborg hunter* or *mecha takedown* without spending a feat of skill.

You may only add the effect of a talent you have; if you do not possess the *cyborg hunter* or *mecha takedown* feat, this ability provides no advantage.

Corrective Action

Requires 3 Agility
Talent - Incidental

If you miss with an *aim* or *snapshot* attack, you may immediately make a volley or autofire attack against the same target, following all the normal rules for that attack.

If you use *corrective action*, you may not also receive the benefits of *hone shot*.

Desperate Disable

Talent – Off-turn action

When you are being attacked in melee by a cyborg or robot, you may declare a pre-emptive attack.

Make an immediate *melee* roll against the opponent, if you succeed, you may select one of their augments from which to pull wires or jam a knife into etc. That augment goes dead until the end of their turn, potentially preventing the attack.

Innovation

Requires rank 5 Intelligence
Talent – Incidental

After making a Basic or Advanced skill roll you may spend a feat of skill to add a further 1d20 to the result. You may only do this once per check.

Specialised

Requires rank 5 Intelligence

Select the advanced skill of your choice (not necessarily from your class list). This is now your specialty skill, and you may freely increase it past its governing trait but never higher than 12.

BENEFIT TIER FOUR – SPIRIT OF HIDEYOSHI

Faster, Stronger, Smarter

Increase the lowest three trait maximums for your species by two each. For humans this is build, perception and agility.

Target Zeroed

Requires 5 ranks in Recoil
Talent - Incidental

When using a setup or vehicle-mounted weapon, you are adept at tracking a target. Once you have rolled a successful hit, all following attacks against that target continue to hit until either you take any action besides attacking the target –or– you roll a natural one on an attack roll

Well Targeted Volley

Requires 3 ranks in Recoil, 5 ranks in Aim
Talent – Complex action

You may spend a feat of skill to make a volley attack using your *aim* skill instead of *recoil*. This attack gets the advantage dice for aiming but otherwise acts exactly as a volley attack.

For the purpose of other talents that improve aimed or volley attacks, you may treat this attack as both.

Will to live

Requires 9 ranks in Willpower
Talent – Incidental

When you receive an injury that would disable your character (kill or knock unconscious), you may spend a feat of will to continue to act for the duration of the encounter plus an additional 10 minutes.

During this time, your character is completely ignorant of any pain and may use disabled (but not missing) limbs with no penalty.

Additional feats of will, if available, may be spent to either endure further disabling injuries or to extend the amount of active time by 10-minute blocks.

At the end of this time, your character will either fall unconscious or go into shock, depending on whether their wounds are lethal or not.

William Kwan (Quote: 36187234)

ITERO CONGLOMERATE – ARATAYO DIVISION
MEETING AUTO-TRANSCRIPT 2141-05-08 REF # 98423498

14:24_SECT_EXCERPT BEGINS

KETO ITERO (DAIMYŌ – ARATAYO DIVISION): ...and I want you to stay on that. I-SEC should be all over this. If you can't get in contact with them locally, you need to get a call out to Mannheim. Gordan, can you give us an operations update?

GORDAN NAVISH (CHIEF OPERATIONS MANAGER): We've frozen all accounts, and I'm having hard-copy records produced of our investment and holding activity as at the time of the cyber attack. Once the authorities have dealt with this so called "whisper", our best bet is to petition for a legislative order to reset to that date. Anything else will cost us more in attempting to validate and synchronise transactions. Now if we can't get a reset, our solvency position—

REI ITERO (BUSINESS ANALYST): Sumimasen. Is this relevant? The city has fallen apart. These people don't need investment protection, they need physical protection, they need food and medicine.

GORDAN NAVISH: And those things are the responsibility of the planetary government and the Empire, not the banks.

REI ITERO: And where are they then? And more importantly, what will you do if they never come?

KETO ITERO: That's quite enough Rei. We have a responsibility to our shareholders first, we can't sacrifice that to help the rabble at the door.

REI ITERO: In a few weeks that 'rabble' may be all that's left of us.

[INDECIPHERABLE SOUNDS] [Door Opens] [Door Closes]

14:26_SECT_REI ITERO SIGNED OUT OF AUTO-TRANSCRIPT

KETO ITERO: Master Tanaka, please assign one of your ginbushi to keep an eye on her.

ASUKA TANAKA (MASTER OF STILLWATER GINBUSHI, ARATAYO DIVISION): Hai Daimyo

[INDECIPHERABLE SOUNDS] [Door Opens] [Door Closes]

14:27_SECT_ASUKA TANAKA SIGNED OUT OF AUTO-TRANSCRIPT

KETO ITERO: Asuka will be back in a minute, and she'll need to hear the solvency assessment, so for now, I'd like to talk marketing. We should be able to gain some massive ground on insurance products if we can put the right face on our brand when this all clears up...

14:27_SECT_EXCERPT ENDS

AWETECH-0

William Kwan (Order #36487234)

GINBUSHI

The ginbushi are modern day samurai, the warrior elite of the zaibatsu mega-corporations. In lieu of crude mechanical augmentations, they carry adaptive nanites in their bloodstream that allow them to surpass the limitations of mundane flesh. So subtle is this form of augmentation that the only outward sign of their enhancements are their startlingly silver irises.

Party Role

Like the augmented, the ginbushi favours being at the forefront of combat. Rather than relying on brute strength, they use evasive talents to close for deadly *melee* attacks and avoid counterstrikes.

Though they favour melee combat, the modern samurai is no howling berserker, they are meditative, smoothly folding each action into the next and always maintaining perfect mastery of the self.

Age Notes

Nano-augmentation was pioneered in 2129, which means it is extremely unlikely that a ginbushi would be over 40 years of age when the game starts (and given that starting players are usually low level, it's likely they're a good deal younger than that). Ginbushi did exist prior to 2129, but they relied on mechanical augmentation, and very few were converted.

If you wish to play a mechanically augmented ginbushi, see the *Obsolete* origin under augmented.

NANITE AUGMENTATION

Unlike traditional augmentation, the control of nanites relies on a wholeness of will and purpose, and for the ginbushi this unity of thought and action is found in their devotion to Bushidō.

Since nanites are so difficult to control, it is not uncommon for individuals to have to relearn some degree of mental and physical control. In game terms all physical trait maximums are reset to 6. For some traits this will be an increase, for some it will be a decrease.

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Nanites automatically attack foreign matter, which means a Ginbushi cannot implant any cybernetics beyond the nanites they start with.

A subset of the nanite colony act as a communications hub between the organic brain and the rest of the colony. As a necessary side-effect this subset also links the user to the Wireless and provides all the other benefits of a Type I DNI.

CLASS SKILLS

Class skills are the only skills that a character may take training in. Note that the list below may be adjusted by your origin.

GINBUSHI CLASS SKILLS

WEAPON SKILLS	BASIC SKILLS	ADVANCED SKILLS
Melee	Endurance	Acrobatics
Snapshot	React	Civilised Lore
Aim	Resist	Intuition (Places/ things)
	Spot/Listen	Sleight of Hand
		Warcraft

ORIGINS

Aspiring individuals selected for ginbushi training are legally adopted into the family of their clan before adulthood. There they will be raised to abide by the tenants of Bushidō and serve their corporation.

Some of the perks of your origin come from within the ginbushi progression. When you come across these perks, you may not reselect them unless repeats are allowed.

ORIGIN: EBONSNOW CLAN

The Ebonsnow Clan were one of the largest ginbushi families in the Empire – and also one of the most independent. Unlike their brethren, they did not serve the zaibatsu but rather the Verdant Crest branch of the Imperial Family. They were bodyguards and military commanders, with no shortage of equipment and a keen mastery of the samurai bow.

But during the Shatter, it all came apart. Organised resistance on Hansei failed within days, augmented soldiers becoming lost or outright berserkers as they tore apart the facilities that had once housed them. In Aratayo, the Ebonsnow were targeted directly, their chapterhouse hit by eighteen successive peacemaker drone strikes followed by a wave of Imperial Army personnel turned berserker.

Thera Val Cumin, the highest-ranking survivor of the Imperial Army, ordered the twelve surviving Ebonsnow to disperse and conduct a guerrilla war. That sounded good, but after years of making no progress, you came to realise you were the only one still actively fighting this long-concluded battle. The other Ebonsnow either gave up or died, and even Thera appears to have taken a job in the safety of the Ootori Syndicate Arcology.

You can't hang your sword up – it's a part of your soul – but you turn instead to the survivors. If you help them, you should at least see more tangible results than trying to whittle away the endless hordes of the berserkers.

You begin with the following:

- +1 perception and agility
- +1 evade
- Training in *endurance*
- Rank 2 in *melee*
- Rank 2 in *aim*
- Rank 3 in *warcraft*
- The *zen archery* unique talent
- 1 feat of skill and 1 feat of will
- An olive-drab Imperial trooper's coat that is frayed with age. Beneath the coat, you wear fibreweave armour from the neck down
- A yumi flash bow
- A steel katana, bearing the black hills emblem of Clan Ebonsnow
- A steel wakizashi
- 5,000 Yen
- A further 4 advancement points to spend as you choose

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Zen Archery

While most clans focus on their swordsmanship, the Ebonsnow are committed to the mastery of the bow. From early in your apprenticeship you were required to spend at least an hour a day on kyūdō, the art of Japanese archery.

This training allows you to use the *gi* or *makoto* talents when making ranged attacks with a yumi or other bow. Additionally you may spend a Feat of Skill to roll 2d20 and pick the highest when making *aim* rolls with a Yumi or other bow.

Ebonsnow Gear Descriptions

Olive drab troopers coat and fibreweave armour

Fibreweave: All except head and eyes.

Many aspirant Ebonsnow ginbushi serve as lieutenants in the Imperial Army. The olive drab coats are rarely used by frontline soldiers anymore, but they have been adopted by ginbushi lieutenants as a badge of office.

Beneath the coat, you wear a body suit of fibreweave body armour in dark greys.

Yumi flash bow

The flash bow is a weapon unique to the ginbushi, and even among them it is rarely seen outside of the Ebonsnow. This weapon consists of glove marked with the black hills emblem of the Ebonsnow, connected to a small satchel containing raw materials and a power source.

When formed into a bow grip, the glove flash-forges a Japanese longbow from a sturdy polymer into the hand of the wielder. When the string is touched a carbon steel arrow is forged and wreathed in plasma energy as it is loosed from the bow. When the grip is released the materials used to construct the bow are melted down and reclaimed just as quickly as they were constructed. Arrows are retrieved using a similar technique and failure to do so will gradually result in the gloves resource pool being depleted.

When fired at short range, the Yumi treats its AP as Steel, but it does not benefit from Point Blank Range attacks. A bow cannot be used for volley fire attacks.

Yumi Flash Bow			Secondary
Range: Long		**AP**: Ceramic	
Singed [1]	**Burned** [2–3]	**Charred** [4–5]	**Immolated** [6]
Concealed, silent, no volley			

Steel Katana

Forged from a composite of steel alloys, this curved, single edged sword is the primary weapon of the daishō that marks the ginbushi. Anyone who wears the twin swords of the daishō is honour-bound to accept any challenge to single combat by another samurai.

The kaishira (bottom of the hilt) bears the black hills mon (emblem) of Clan Ebonsnow.

By wielding the blade with two hands, its AP is increased by one tier.

Steel Katana			Primary
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2]	**Crippled** [3–4]	**Cleaved** [5–6]
When wielded with two hands, the AP can be upgraded to ceramic.			

Steel Wakizashi

The wakizashi is the shorter of two swords that make up the daishō that is the mark of a fighting samurai. While in some rare styles a wakizashi was used as an offhand weapon, most commonly it serves as a backup for tight quarters or the loss of the primary weapon.

Wakizashi are also worn by members of the corporate nobility as a badge of rank. By wearing only one of the swords of a daishō, they may not be called on to duel.

By wielding the blade with two hands, you increase its AP by one tier.

Steel Wakizashi			Short Melee
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2–3]	**Crippled** [4–5]	**Cleaved** [6]
When wielded with two hands, the AP can be upgraded to ceramic.			

William Kwan (Order: 36187234)

ORIGIN: STILLWATER CLAN

Clan Stillwater have among the best service record of any ginbushi family. Having served the wealthy Itero zaibatsu for over a century, they can uniquely say that not a single of their charges has died but for natural causes, a record they've maintained even after the Wireless Whisper emerged. It is rumoured that so dedicated are the Stillwater ginbushi that they have captured several berserk augmented members of the Itero family alive and maintain them under high security while hoping for a cure.

With your initial training complete, you were set to join the arcology guard. Instead you were approached by one of the younger Itero family members and instructed that the next phase of your training would be to act as her guardian as she travelled into the urban ruins of the Verdant Crest.

While you are almost certain that neither her family nor your own would condone her rash action, your social position allows many things, but second guessing one of the Itero is not one of them.

As you set off into a dangerous new world, you vow you will not be the first Stillwater to lose a member of the Itero family.

You begin with the following:

- +1 build and agility
- +1 evade
- Training in *spot/listen*
- Rank 2 in *melee*
- Rank 1 in *aim*
- Rank 1 in *snapshot*
- Rank 2 in *intuition (people)*
- The *Bodyguard* unique talent
- 1 feat of skill and 1 feat of will
- Bach & Reynolds suit and tie in black with ballistic weave.
- An Ootori Syndicate P-9 Pulse Pistol in an under-shoulder holster
- A steel katana, bearing the lake and moon emblem of Clan Stillwater
- A steel wakizashi
- Rei Itero, a wealthy heiress of the Itero zaibatsu who wishes to observe the world beyond her family's arcology.
- A black Lytesky SX Luxury LEVV
- 200,000 Yen
- A further 4 advancement points to spend as you choose.

Bodyguard

Off-turn action

Once per round, if an ally within your movement range is hit by an attack, you may spend a feat of skill to push the ally to an adjacent square. You then move into their space and the attack is considered to have either missed or been deflected by your weapon.

You may also use this talent to push a character out of a weapon's blast radius; however, having taken their spot, you may not then take *react* checks to escape the blast.

Stillwater Gear Descriptions

Steel Katana

Forged from a composite of steel alloys this curved, single edged sword is the primary weapon of the daishō that marks the ginbushi. Anyone who wears the twin swords of the daishō is honour-bound to accept any challenge to single combat by another samurai.

The kaishira (bottom of the hilt) bears the lake and moon mon (emblem) of Clan Stillwater.

By wielding the blade with two hands, you increase its AP by one tier.

Steel Katana			Primary
Range: Melee		**AP**: Fibreweave	
Grazed	**Lacerated**	**Crippled**	**Cleaved**
[1]	**[2]**	**[3–4]**	**[5–6]**
When wielded with two hands, the AP can be upgraded to ceramic.			

Steel Wakizashi

The wakizashi is the shorter of two swords that make up the daishō that is the mark of a fighting samurai. While in some rare styles a wakizashi was used as an offhand weapon, most commonly it serves as a backup for tight quarters or the loss of the primary weapon.

Wakizashi are also worn by members of the corporate nobility as a badge of rank. By wearing only one of the swords of a daishō, they may not be called on to duel.

By wielding the blade with two hands, you increase its AP by one tier.

Steel Wakizashi			Short Melee
Range: Melee		**AP**: Fibreweave	
Grazed	**Lacerated**	**Crippled**	**Cleaved**
[1]	**[2–3]**	**[4–5]**	**[6]**
When wielded with two hands, the AP can be upgraded to ceramic.			

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Ootori Syndicate PL-9 Pulse Pistol

The PL-9 is a sleek nickel-plated pistol from one of the Ootori Syndicate's top production lines. It uses magnetic accelerators to propel a charged caseless round to almost the speed of sound.

The blue-white charged shell of the round gives it the ability to penetrate most body armour. Stillwater techs have carefully removed this weapon's factory wireless user authentication to make it Whisper-safe.

PL-9 Heavy Pulse Pistol			Secondary
Range: Medium		**AP**: Ceramic	
Singed [1]	**Burned** [2–3]	**Charred** [4–5]	**Immolated** [6]
Two-handed			

Bach & Reynolds suit and tie with ballistic weave:

Fibreweave: All except head, eyes and neck.

Bach & Reynolds were destroyed in the Shatter, but if anything, that has made their designer suits more popular among the arcologies. This example is tailored to hide a side arm and includes a ballistic weave to provide discrete protection.

Lytesky SX LEVV

This luxury four door levitation vehicle was checked out by Ms Itero when the two of you left the arcology. For details use the Luxury variant of the LEVV available in the vehicle section of this guide.

ORIGIN: WHITEBLADE CLAN

Clan Whiteblade serve the Tencom zaibatsu and the Rhee family who own and direct it. As the largest Telecommunications Corporation in the Verdant Crest, much of the blame for the Wireless Whisper was directed at the Rhee family, and some of the wilder theories went so far as to suggest the Whisper originated from within one of Tencom's next-generation labs.

But the Whiteblades were known to be the preeminent sword masters of the Verdant Crest, and they have faced those dominated by the Whisper and those consumed by anger with equal impassiveness. As a student in the Whiteblade dojo, you were prepared to take up this cold vigil until one of the clan masters took you aside and assigned you a very different task.

Now you travel amongst the urban ruins, hunting the lost and lending your aid to the surviving humans and augs in the name of your clan. But all this goodwill has another purpose, your master was indirect, non-specific, but you know he hopes for you to find more on this quest than heartfelt thanks and a few crumpled Yen.

You just don't know what.

You begin with the following:

- +1 build and agility
- +1 evade
- Training in *react*
- Rank 4 in *melee*
- Rank 1 in *snapshot*
- Rank 2 in *acrobatics*
- The *yu* talent
- The *heijoshin* talent
- 1 feat of skill and 1 feat of will
- A simple tan travelling kimono over a fibreweave vest
- An Ootori Syndicate PM-35 Auto pistol in an off-hand holster.
- A steel katana bearing the woven sword emblem of Clan Whiteblade.
- A steel wakizashi
- 200,000 Yen
- A further 4 advancement points to spend as you choose

Whiteblade Gear Descriptions

Steel Katana

Forged from a composite of steel alloys this curved, single edged sword is the primary weapon of the daishō that marks the ginbushi. Anyone who wears the twin swords of the daishō is honour-bound to accept any challenge to single combat by another samurai.

The kaishira (bottom of the hilt) bears the woven sword mon (emblem) of Clan Whiteblade.

By wielding the blade with two hands, you increase its AP by one tier.

Steel Katana			Primary
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2]	**Crippled** [3–4]	**Cleaved** [5–6]
When wielded with two hands, the AP can be upgraded to ceramic.			

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Steel Wakizashi

The wakizashi is the shorter of two swords that make up the daishō that is the mark of a fighting samurai. While in some rare styles a wakizashi was used as an offhand weapon, most commonly it serves as a backup for tight quarters or the loss of the primary weapon.

Wakizashi are also worn by members of the corporate nobility as a badge of rank. By wearing only one of the swords of a daishō, they may not be called on to duel.

By wielding the blade with two hands, you increase its AP by one tier.

Steel Wakizashi			Short Melee
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2–3]	**Crippled** [4–5]	**Cleaved** [6]
When wielded with two hands, the AP can be upgraded to ceramic.			

Tan travelling kimono and fibreweave vest:

Fibreweave: Guts, sternum, lungs, heart, kidneys

These bland kimonos were used by travelling warrior monks in feudal japan and are required dress of aspirant ginbushi among the Whiteblades, intended to teach humility.

As a concession to practicality a discrete fibreweave vest is worn hidden beneath the kimono.

Ootori Syndicate PM-35 Auto pistol:

The PM-35 is an almost ubiquitous corporate sidearm in the Verdant Crest. The Ootori Syndicate offered significant discounts on this normally high-end side arm to all the major zaibatsu and their ginbushi clans, which resulted in near universal adoption. The syndicate then gradually increased the price of ammunition, a long-term investment that might have paid off if the Whisper hadn't hit.

The weapon itself is lightweight, durable, and has reasonable stopping power. It has the burst-fire capability which allows volley-fire attacks to be made as simple actions.

PM-35 Auto pistol			Secondary
Range: Medium		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Burst			

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ORIGIN: YUKI-ONNA CLAN

You're as much myth as person – a ghostly samurai in a white kimono and a blank ivory kabuki mask with a single bloody teardrop on it. White for the ginbushi, as for the ancient samurai, is the colour of death and of winter. Stories abound of this white clad figure showing up to dispatch agents of the Whisper. The ghost samurai's true purpose as unknowable as the Whisper's itself, but it has become a symbol of hope for the survivors.

But you are very much real, though perhaps, in a way, also a ghost. Your clan and corporation, were both wiped out in the days that followed the Shatter. Now you serve the Grandmother, a woman whose real name is kept secret but whose wisdom guided you through the destruction of all you knew. Her flair for the dramatic has turned an apprentice samurai into a legendary guardian.

She tells you there is change in the air, and that, for the first time, you must work in the company of others. You can't sense this shift she has prophesied, but you will obey.

You begin with the following:

- +1 build and agility
- +1 evade
- Training in *endurance*
- Training in *stealth*
- Rank 2 in *melee*
- Rank 1 in *aim*
- Rank 1 in *snapshot*
- Rank 2 in *acrobatics*
- The *gi* talent
- 1 feat of skill and 1 feat of will
- Ghostly kimono
- A kusarigama (sickle and chain)
- Blood on the Snow: A nano-forged katana belonging to one of the clan masters. It is not yours to use, but you carry it in preparation for the day you are ready.
- 5,000 Yen
- A further 2 advancement points to spend as you choose

Yuki-onna Gear Descriptions

Ghostly Kimono:

Fibreweave: Guts, sternum, lungs, heart, head, kidneys, eyes

This snow-white kimono uses a hydrophobic layer that prevents liquids (especially blood) and other matter from staining its immaculate surface. The close-fitting ballistic vest beneath is just visible at the crossover neckline.

The kabuki mask is likewise reinforced with fibreweave.

Nano-forged Katana: Blood on the Snow

A masterwork nano-forged katana with a glassy crimson blade and a pure white scabbard. It belonged to one of the clan masters. As you have not yet earned it, you may not yet wield it, but some day you will.

By wielding the blade with two hands, you increase its AP by one tier.

Its *kaishira* (bottom of the hilt) bears the snow maiden *mon* (emblem) of Clan Yuki-onna.

Blood on the Snow			Primary
Range: Melee		**AP**: Ceramic	
Grazed	**Lacerated**	**Crippled**	**Cleaved**
	[1]	**[2–3]**	**[4–6]**
When wielded with two hands, the AP can be upgraded to steel. Cannot be wielded… yet.			

Kusarigama

A kusarigama is a kama (sickle) with a weight attached to its base by means of a metal chain. The character must use the sickle in one hand and the chain in another, counting the two components as dual wielded. This uses two weapon slots (one for the chain, one for the kama)

When attacking with the chain, if the target successfully defends with a melee weapon, you may make an immediate opposed *force* check to attempt to jerk the weapon out of their hands (it lands halfway between the characters). If the attack successfully hits, and the hit location is a leg, the attacker may use an opposed *force* check to knock the character prone.

Kusarigama (sickle)			Short Melee
Range: Melee		**AP**: Fibreweave	
Grazed	**Lacerated**	**Crippled**	**Cleaved**
[1]	**[2–3]**	**[4–5]**	**[6]**

Kusarigama (chain)			Short Melee
Range: Short		**AP**: Padding	
Clipped	**Fractured**	**Shattered**	**Pulverised**
[1]	**[2–4]**	**[5-6]**	
Tripping, disarming			

LEVELING UP: GINBUSHI

Each level up a ginbushi gets 11 advancement points to spend on the below table according to your level. Once you ascend to higher levels you may still purchase from the earlier tables where you feel appropriate.

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LEVELS 1 – 3: STUDENT OF BUSHIDŌ

COST	REPEAT	BENEFIT
1	Yes	Nanite Evolution
3	Yes	Basic Skill Training
1	Yes	Advanced Skill Training
1	Yes	Weapon Skill Training
Free	1/Lvl	Honing Defence
2	No	Gi
2	No	Heijoshin
2	No	Yu

LEVELS 4 – 6: ADHERENT OF BUSHIDŌ

COST	REPEAT	BENEFIT
Free	No	+1 Evade
Free	No	Recoil now a Class Skill
2	No	+1 Feat of Skill
2	No	Chugi
2	No	Heijoshin II
2	No	An Honourable Death
2	No	Rei

LEVELS 7 – 9: TRUE SAMURAI

COST	REPEAT	BENEFIT
Free	No	+1 Evade
Free	No	+1 Cover
2	No	+1 Feat of Skill
2	No	Heijoshin III
2	No	Jin
2	No	Makoto
2	No	Meiyo

LEVELS 10 – 12: MASTER OF THE WAY

COST	REPEAT	BENEFIT
Free	No	+1 Evade
2	1 repeat	+1 Feat of Will
2	No	+1 Feat of Skill
2	No	Chugi Mastery
2	No	Gi Mastery
2	No	Heijoshin Mastery
Free	No	Jin Mastery
2	No	Makoto Mastery
2	No	Meiyo Mastery
2	No	Rei Mastery
2	No	Yu Mastery

BENEFIT TIER ONE – STUDENT OF BUSHIDŌ

Nanite Evolution

Each rank of nanite evolution allows you to increase a trait of your choice by 1 point. Furthermore as you advance in tiers, and the nanites spread and grow more powerful, your trait maximums will increase. Unfortunately, so too will your vulnerability to wireless attacks and this is reflected in an increasing IC penalty.

NANITE EVOLUTION

TIER	IC PENALTY	MAXIMUM FOR ALL TRAITS
1 Student of Bushidō	-1	6
2 Adherent of Bushidō	-2	8
3 True Samurai	-3	10
4 Master of the Way	-4	12

Basic Skill Training

Select one basic skill from your class skill list and consider it trained. Trained basic skills use the full trait bonus instead of half when making checks.

You may purchase this multiple times each level, applying the training to a new basic skill each time.

Advanced Skill Training

Select one advanced skill from your class skill list, and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

Weapon Skill Training

Select one weapon skill from your class skill list and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

Honing Defence

Each time you level up, you may add +1 to your cover and evade defences at no cost in advancement points.

Gi

Requires 3 Perception
Talent - Incidental

Gi is to take the right action at the right time. The ginbushi who adopts this talent may spend a feat of skill after rolling a successful *melee* attack to use the Weak Point Hit Location Table.

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Heijoshin *Hey-jo-shin*

Requires 6 agility
Talent – Off-turn action

Central to the ginbushi pursuit of Bushidō is achieving *heijoshin* (ordinary everyday mind) in the face of any amount of stress or strain.

Once per round, you may change the result of a successful attack against you from a hit to a miss. This cannot be used against *melee* attacks from characters with the same, or a greater, level in *heijoshin*. Note that characters with the Budo implant should be treated as having a single level of *Heijoshin*.

Heijoshin can also be used when rolling to escape a blast – a character may treat one failed *react* roll as a success (provided they haven't already used heijoshin to avoid a normal attack that round).

Yu

Requires 3 agility
Talent - Incidental

Yu is the Bushidō tenant of courage, bravery and heroism. If one is to achieve rightness in all things, one must act always without fear.

By practicing this tenet, you may count every adjacent foe as engaged so long as you are capable of making a *melee* attack.

BENEFIT TIER TWO – ADHERENT OF BUSHIDŌ

Chugi *Chu-gi*

Requires 6 Willpower
Talent - Incidental

Chugi is devotion and loyalty to one's master. It is the realisation that the life of the ginbushi belongs to his or her lord and should not be squandered or thrown away.

The ginbushi who devotes himself to *chugi* may spend a feat of will as an incidental action to immediately heal himself of one of the following:

- Disease
- Poison
- Serious wound

Heijoshin II

Requires 8 Agility & Heijoshin
Talent – Off-turn action

You may use *heijoshin* to avoid 2 attacks per round or may treat up to two failed *react* rolls as successes when escaping a blast.

An Honourable Death

Requires Gi
Talent - Incidental

After making a successful attack with a slashing weapon, you may spend a feat of skill to select the neck for the hit location. You may do this once per session.

Rei

Requires 3 Intelligence
Talent – off-turn action

Rei is the martial code of respect and courtesy. Respect for oneself and one's foe prevents callousness and arrogance.

The warrior who has adopted *rei* may spend a feat of skill to make an immediate free retaliation attack, either *melee* or *snapshot*, after an opponent has missed an attack against them. This may only be performed once per round, but may be used in concert with *heijoshin*.

BENEFIT TIER THREE – TRUE SAMURAI

Heijoshin III

Requires 10 Agility & Heijoshin II
Talent – Off-turn action

You may use *heijoshin* to avoid 3 attacks per round or may treat up to three failed *react* rolls as successes when escaping a blast.

Jin

Requires 8 Willpower and Chugi
Talent – Simple action

Jin is benevolence and compassion, for the true samurai gains nothing through unnecessary cruelty or greed.

The follower of *jin* may apply the benefits of the *chugi* power to another character they can touch. This requires a simple action and costs a feat of will as per the *chugi* skill.

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Makoto *Ma-ko-to*

Requires 6 Perception
Talent – off-turn action

Makoto is truthfulness and utter sincerity, for a true samurai has nothing they need to hide.

Following the *makoto* principle allows you to spend a feat of skill to pre-empt an attack against you once per encounter. Before the initial attack is resolved, you may make a *melee* attack against the opponent.

If it hits, you deal maximum damage against the elbow of the attacking limb, and the attack becomes an automatic miss.

Meiyo *Mei-yo*

Requires 10 Agility
Talent - Incidental

Meiyo is honour and glory, for it the responsibility of the samurai to be a visible symbol of what is correct and good, and all they do reflects on their ancestors and descendants alike.

A character who adopts *meiyo* may spend a feat of skill to gain an additional *melee* attack that counts as an incidental. This power may only be used once per round.

BENEFIT TIER FOUR – MASTER OF THE WAY

Chugi Mastery

Requires 12 Willpower and Chugi
Talent – During Rest

The ginbushi who masters the precept of *chugi* is almost impossible to permanently kill. Each time the character rests, all diseases, poisons, and injuries they have suffered are healed.

If the ginbushi is killed, and the body is not completely destroyed, the nanites will reconstruct the body within 24 hours. The nanites rebuild to a template that preserves the personality and capabilities of the subject, but if the brain was significantly damaged the subject will have a corresponding degree of memory loss.

Gi Mastery

Requires 12 Perception and Gi
Talent - Incidental
Any time you make a *melee* or *aim* attack, roll 2d20 and pick the highest for your attack roll.

Heijoshin Mastery

Requires 12 agility & Heijoshin III
Talent – Incidental Action

You have learnt that avoiding harm begins in the mind, not the body.

Spend a feat of will, and all attacks against you count as misses until the beginning of your next turn. If caught in a blast template, you may move up to ten squares to reach the nearest edge.

Makoto Mastery

Requires 12 Perception and Meiyo
Talent – Off-turn action

Anytime you use *heijoshin* to trigger an evasion, you may use the *makoto* talent. Instead of the attack automatically hitting the elbow, roll against the Weak Point Table to determine hit location.

Meiyo Mastery

Requires 12 Agility
Talent – Simple action

A character who has mastered *meiyo* may spend a feat of skill to make a melee attack that begins a combo chain. So long as no attack misses, the ginbushi may continue to chain *melee* attacks.

Rei Mastery

Requires 12 Intelligence and Rei
Talent – Incidental

By spending a single feat of will, you may retaliate against every attack that misses you until the beginning of your next turn.

Jin Mastery

Requires Jin
Talent – Complex action

In the ultimate expression of compassion, you can pour your life force into a deceased individual, restoring them to life as a ginbushi but at the cost of your own.

Yu Mastery

Requires 12 Agility and Yu

By mastering this tenet, you may treat your *melee* range as being one square further than it normally is, both for making attacks and for counting opponents as engaged.

William Kwan (Order #36487234)

NETWORK GHOST

For as long as information has been collected, there have been those who sought to steal or alter it. The tools have evolved over the years, but the principle has always remained the same, be invisible, be indirect, and when the going gets tough, get out.

What has changed most is the power that data represents. Far more than a simple hacker, a skilled network ghost teams their mind up with advanced adaptive software to alter anything from memories to perceptions. Anyone who is not completely disconnected from the wireless world is at risk of the illusions and aberrations that a network ghost can weave. It is said that the very best network ghosts can outright dominate an individual, overwriting their consciousness with new imperatives set by the ghost.

Already distrusted individuals, the Whisper in the Wireless has given the rest of the population even more reason to fear the ghosts, but their abilities may just be the only thing that can really fight the Whisper on its own terms. Whether one of these shadowy individuals arises to do so remains to be seen.

Party Role

As their name suggests, ghosts like to remain hidden in combat. Where possible, they'll use wireless attacks to disrupt and control the enemy. When forced to resort to weapons, a ghost prefers to either snipe from long range, or deliver close range sneak attacks with a melee weapon.

Outside of combat, the ghost's techniques remain fairly similar. Their skills allow them to overcome physical and electronic security, while their wireless attacks enable them to subvert human countermeasures.

Age Notes

Statutes preventing DNI installation on children under 15 mean no network ghost character may be younger than 21 years old without an origin explaining how they found an untainted Type 2 DNI implants *post*-Shatter.

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BRAIN HACKING

What separates the network ghosts from simple hackers is their use of the type II direct neural interface implants. These allow them to hack at range, using only their mind to attack computers and systems.

Unless otherwise stated, a network ghost must have line of sight to the system or individual they are attacking for their powers to work; whether they succeed or not, an individual target is unaware who attacked them or indeed that they were attacked at all.

Messing with people's minds is dangerous, however; and most of the ghost's powers include a 'critical fail' section. This indicates the fallout of a critical fail on any *computer use* roll associated with the talent.

CLASS SKILLS

Class skills are the only skills that a character may take training in. Note that the list below may be adjusted by your origin.

NETWORK GHOST CLASS SKILLS

WEAPON SKILLS	BASIC SKILLS	ADVANCED SKILLS
Melee	React	Acrobatics
Aim	Stealth	Computer Use
		Defeat Security
		Disguise
		Sleight of Hand
		Spycraft

ORIGINS

Network ghosts tend to exist on the fringes of society, but since the Whisper in the Wireless, they are not the corporate agents of yesterday. Their abilities, once prized for espionage, are now a necessity against what has become the common enemy of all that remains of civilisation.

Some of the perks of your origin come from within the network ghost progression. When you come across these perks, you may not reselect them unless repeats are allowed.

ORIGIN: AGENT FOR HIRE

You were a detective before the Wireless Whisper showed up. Ironically the last case you were ever assigned was to find out who had caused the Shatter; of course, that was the assignment given to every detective back then. They might not have given it to you if they knew that you sometimes bent the rules to get the guy and that you weren't above breaking a lock or using the wireless to mess around with someone's head if you thought due process needed a helping hand.

No one cares about such things now. In fact, you thought your entire skill set would be left behind, along with trust and a night's sleep that didn't involve nightmares about the Shatter. You couldn't have been more wrong.

Everyone had lost at least one person they thought they couldn't live without during the Shatter, and that number tended to go up in the years that followed. No matter how scarce things were, some people always found something to trade for knowing what became of their spouse, or family, or friends. More often than not, the story didn't have a happy ending, but those times when you could bring two people back together despite the end of the world… well, those were the days it felt like the Whisper might not always be forever.

And in between? Well, you still work on the last case you were ever assigned. Somewhere out there is the person who caused all this, and sooner or later, consequence will catch up with them. You'll see to that.

You begin with the following:

- +1 perception and willpower
- +1 evade
- Training in *spot/listen*
- Rank 2 in *aim*
- Rank 1 in *computer use*
- Rank 2 in *defeat security*
- Rank 1 in *spycraft*
- Rank 1 in *urbcraft*
- *Urbcraft* becomes a class skill
- The *six second lie* talent
- 2 feats of will
- Casual clothes with a trench coat
- A Type 2 Neural Interface implant
- Tracker's eye skull augment
- A silenced light pistol with no brand or serial number.
- 150,000 Yen
- A further 4 advancement points to spend as you choose.

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Agent for Hire Gear Descriptions

Tracker's Eye Augment

-2 IC
Padded armour: eyes, head, neck

This carefully calibrated synthetic eye seeks out patterns and correlations in vision. While other augmentations might make an impression in the soil easier to see, the tracker's eye will identify that imprint. If it's a partial footprint, it will determine direction of travel and seek logically for the next prints in the series. Where there's a gap in the pattern (a hard surface amid mud) it provides the most likely landing point. Such pattern recognition has applications well beyond footprints.

In game terms, a tracker's eye provides 1d6 advantage to all *spot/listen* checks, and all checks using other skills that relate to tracking or investigation. If check is both (a *spot/listen* check made for the purposes of investigation), the d6 is considered to have rolled its maximum result.

Unmarked Silenced Light Pistol:

This small concealable pistol uses a silent magnetic acceleration system to deliver caseless rounds to its target. The weapon has a generic casing and no serial numbers or maker's marks.

It was your gift to you from a dead Bleeding Crane hitman long ago, on the condition you never use it unless things got desperate. Well, things got desperate.

Unmarked Pistol			Secondary
Range: Short		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Concealable, silenced			

ORIGIN: IMPERIAL AGENT

Even before the Whisper hit, you were an orphan. That's how all Imperial Agents start, young enough to be impressionable and isolated enough that no one will come looking for them if they disappear. Of course, it could have been worse; once in the care of the Imperial family, you were sent to school, given food and entertainment, and (critically) afforded a sense of security and self-respect. That it was all part of a program designed to engender perfect loyalty to the Imperial family wasn't lost on you; but it seemed only fair. They saved you, remade you into a better you than you'd have ever become alone, didn't that make you theirs?

The years since the Shatter have been hard and uncomfortably familiar. The Empire, your new guardian, is absent, despite being sorely needed, and people are saying it's never coming back. Things are different now, though; when school finished, the Empire imparted a very different set of skills. They taught you to survive on your own, even in an environment like this. They trusted you to remain loyal even if contact was absent for years.

But after years waiting to hear from your handlers, you've decided that the Empire would want you to take action. That it *needs* you to take action – before Hansei forgets about it entirely.

You begin with the following:

- +1 intelligence, +1 agility
- +1 evade
- Training in *react*
- Rank 1 in *melee*
- Rank 1 in *aim*
- Rank 1 in *acrobatics*
- Rank 1 in *computer use*
- Rank 1 in *defeat security*
- Rank 1 in *spycraft*
- The *machinesia* talent.
- 2 feats of will
- Casual clothes with a fibreweave vest
- An Imperial Arms KP-11 heavy pistol in a thigh holster
- Averyn Relocator
- A Type 2 Neural Interface implant
- 30,000 Yen
- A further 4 advancement points to spend as you choose

Imperial Agent Gear Descriptions

Averyn Relocator

A piece of advanced Averyn technology, the workings of which they have not shared and human scientists have been unable to decipher. For your purposes, the mechanism is irrelevant, only the function matters.

That function is teleportation, or near enough. When you press a button on the side of the orb, you and your gear are placed into a non-planar space. The orb moves bullet-like to a new location where it retrieves you. The entire process takes a matter of instants, which is good because you're not sure how long a living being could survive wherever it sends you.

In game terms, a character can use a dash to teleport to anywhere within medium range that they could reach without passing through solid matter or flying (falling a

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couple of metres is okay). The orb may only transport a single person and the gear they're carrying.

Each use of the relocator consumes a munitions token.

Imperial Arms KP-11 Heavy Pistol

The KP-11 is a chunky, square-barrelled revolver. Introduced for wars long passed, its stopping power has seen it endure almost a century past its original manufacture date.

Because of their weight and recoil, heavy pistols must be used with two hands to fire effectively.

KP-11 Heavy Pistol			Secondary
Range: Medium		**AP**: Ceramic	
Clipped [1]	**Fractured** [2–3]	**Shattered** [4–5]	**Pulverised** [6]
Two-handed			

Casual Clothes and a Fibreweave Vest

Fibreweave: Guts, sternum, lungs, heart, kidneys

A basic shirt and some sturdy jeans are as functional now as they were before the Whisper. This set is enhanced by a low profile armoured vest underneath.

Flash Grenades

Flashbangs use a mix of bright light and concussive force to distract and stun opponents. A character within short range of a flash grenade is stunned and can stagger a few steps but otherwise cannot act for one round.

The concussive force of a flash grenade does not work in bright, open environments. If a character is both outdoors and in a well-lit area, they only suffer disadvantage for one round and are not stunned.

ORIGIN: MACHINE HUNTER

What you were before the Wireless Whisper arrived no longer matters. When that insidious voice began to titter in the minds of the augmented populace, it started a war against all life. Many have given up, gone underground, or simply maintained a pretence that the war is over.

For you, the war will never be over.

No one knows what the Whisper took from you, but you now spend your days planning and your nights hunting. Berserkers, collectors, banshees – these things common men flee, you seek out and end with a carefully placed round.

You begin with the following:

- +2 perception
- +1 evade
- Training in *stealth*
- Rank 3 in *aim*
- Rank 2 in *computer use*
- *Engineering* becomes a class skill
- The *hone shot* talent
- 2 feats of will
- A mandarin cut trench-coat over a neck down suit of fibreweave armour.
- An Ootori Syndicate RR-17 heavy rifle with a night scope.
- A Type 2 Neural Interface implant.
- 2,000 Yen
- A further 4 advancement points to spend as you choose.

Machine Hunter Gear Descriptions

Ootori Syndicate RR-17 Heavy Rifle

The Ootori Syndicate's RR-17 is listed as a 'big game rifle for wealthy executives,' but the ergonomic shape, sinister black casing, and ability to penetrate most body armour suggests it was targeted at a more illicit clientele.

Whatever the market, this is a very well-made weapon. It's magnetic accelerator makes a distinctive whip crack sound as it accelerates a metal stake to over twice the speed of sound.

Because of its weight and length, the weapon must be set on a bipod before firing. Setting up the weapon is a simple action.

This is a light anti-vehicle weapon (LAV), and despite having no blast, it can harm some small vehicles.

RR-17 Heavy Rifle			Primary
Range: Extreme		**AP**: Steel	
Clipped [1]	**Fractured** [2]	**Shattered** [3–4]	**Pulverised** [5–6]
Setup (simple), two-handed, LAV			

Mandarin cut trench-coat with fibreweave armour

Fibreweave: all except head and eyes.

This stylish black coat includes a mandarin cut collar and is slightly oversized to conceal a suit of form fitting fibreweave armour worn beneath.

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PALLISADE HOME SURVEILLANCE SYSTEM, AUDIO RECORDER ID PH98514-3

[Log Opened at 2018 on 21470215 – audio trigger: Human voice]

Repeat Intruder "Gothwin" [98% voiceprint match]: Avery? You said you'd be here an hour ago, Girl. I was worried something had happened.
Repeat Intruder "Avery" [84% voiceprint match]: Something... did. Something...
Gothwin: You're safe here, so take it easy, alright? Okay? Here, drink this.
Avery: I was in some alley... I don't really remember, it was um... west of the Mare statue I guess.
Gothwin: Drink, Avery.
Avery: So... what? Okay. – Uggh, what is this?! It's disgusting.
Gothwin: Protato and chilli broth. It's all I've got.
Avery: Sure, whatever. Look there were berserkers alright, both ends of the alley. I... I thought I was going to die. I just started trying to claw my way up the bricks but... it all just kept slipping and scraping in my hands.
Next thing, I see this woman staring down at me, she's just a silhouette really, but I reach out for her and... she... she hacked me.
Gothwin: What?! Was it a lost?
Avery: No, no she was like us but... I don't know, I've never met someone who could do that. She, um, made me let go. Made me fight.
Gothwin: You fought the berserkers? How many were there?
Avery: Six. But I didn't really fight them, she did. I just... watched while she used me to do it.
Gothwin: But there's not a scratch on you.
Avery: Yeah I noticed. I... she... I tore them apart. I never realised that... that we're stronger than them.
Gothwin: And what about the woman?
Avery: She just left... after. I don't know what to think. Maybe she saved me, maybe she just wanted to kill some berserkers, maybe...
Gothwin: Maybe?
Avery: Maybe she wanted me to know, know that I could do that. That I could fight.
Gothwin: Don't you go all crusader on me.
Avery: Of course not but... maybe we won't have to survive on protato chilli anymore.
Gothin: I like protato chilli.
Avery: And I don't. I think I'm going back. I need to see... to know if I can do that. On my own.

[Audio log ends]

AWETECH-9

William Kwan (Quiz - 3048723)

ORIGIN: PARIAH

You have a dark streak to you, and before the Wireless Whisper struck, you were carefully positioning pieces from the shadows to seize control of the Bleeding Crane, a major criminal organisation operating in the Verdant Crest.

The arrival of the Wireless Whisper changed that, and years of carefully laid plans were lost as the Crane tore itself apart along with most of the rest of civilisation. This was a turning point for you; the Whisper was a common enemy that no one could ignore, and like it or not, you now had to work with the common man you had once stepped over in pursuit of your own goals.

Your former enemies and victims are slow to trust, but you're a powerful ally, and they need you as much as you need them.

You begin with the following:

- +1 intelligence and mechanical aptitude
- +1 evade
- Rank 2 in *melee*
- Rank 2 in *computer use*
- Rank 2 in *disguise*
- Rank 2 in *sleight of hand*
- Rank 2 in *spycraft*
- The *assassinate* talent
- 2 feats of will
- A full body suit of black fibreweave body armour worn under a hooded cloak.
- An A-KOSH light pistol in a belt holster
- A steel tantō
- A Type 2 Neural Interface implant
- 150,000 Yen
- A further 4 advancement points to spend as you choose.

Pariah Gear Descriptions

A-KOSH Light Pistol

A-KOSH is a double-blind weapons provider. If you know where on the wireless to find them, you can pay a fee and a weapon will be delivered to a specified location. No one knows who manufactures these weapons, and they bear no marks or serials, but they have been delivered to everywhere from executive board rooms to irradiated wastelands.

Of course, the Whisper has put a significant dent in A-KOSH's activities, but it hasn't destroyed them.

A-KOSH Light Pistol			Secondary
Range: Short		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Concealable			

Steel Tantō

A tantō is a Japanese style dagger, either single or double edged, recognizable for its lack of cross-guard or pommel. This version slots into a specially designed belt, its hilt connecting seamlessly into the buckle.

By using two hands to force the blade, you may increase the AP by one tier.

Steel Tantō			Short Melee
Range: Melee		**AP**: Fibreweave	
Nicked [1–2]	**Punctured** [3–4]	**Pierced Deeply** [5–6]	**Shot through**
Concealable, increase AP to Ceramic if wielded with two hands			

Hooded Armour

Fibreweave: All

This black body suit of low profile fibreweave is designed to allow the user maximum mobility. It uses photo-reactive thread to display urban greys in sunlight and matte black when in shadow, granting 1d6 advantage to stealth checks in dark or urban environments.

The advanced armour is hidden between a more mundane hooded storm cloak in charcoal grey.

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LEVELING UP: NETWORK GHOST

Each level up a network ghost gets 8 advancement points to spend on the tables below according to your level. Once you ascend to higher levels you may still purchase from the earlier tables where you feel appropriate.

LEVELS 1 – 3: HACKER

COST	REPEAT	BENEFIT
4	Yes	Fitness
3	Yes	Basic Skill Training
1	Yes	Advanced Skill Training
1	Yes	Weapon Skill Training
Free	1/Lvl	Honing Defence
2	No	+1 Feat of Will
2	No	Anatomy
2	No	Heart or Head
2	No	Machinesia
2	No	Six Second Lie
2	No	Tech Curse

LEVELS 4 – 6: BLACK-HAT

COST	REPEAT	BENEFIT
Free	No	+1 Evade
Free	No	Snapshot now a Class Skill
2	No	+1 Feat of Will
2	No	Assassinate
2	No	Forget Me
2	No	Hone Shot
2	No	IFF Failure

LEVELS 7 – 9: GHOST

COST	REPEAT	BENEFIT
Free	No	+1 Evade
Free	No	+1 Cover
2	No	+1 Feat of Will
2	No	Active Cloak
2	No	Brain Heist
2	No	Manipulate
2	No	Mental Static

LEVELS 10 – 12: MYTH

COST	REPEAT	BENEFIT
Free	No	+1 Evade
2	2 repeats	+1 Feat of Will
2	No	Ambient Control
2	No	Dominate
2	No	Ghost in the Shell
2	No	Mind Lock
2	No	Shared Hallucination

BENEFIT TIER ONE – HACKER

Fitness

Each rank of fitness allows you to increase one physical trait by 2 points and a second by 1 point. While you may repurchase this, you may not push any physical trait above its maximum. These maximums are defined by the base human template initially (see p.66), but can be improved by many augmentations.

Basic Skill Training

Select one basic skill from your class skill list, and consider it trained. Trained basic skills use the full trait bonus instead of half when making checks.

You may purchase this multiple times each level, applying the training to a new basic skill each time.

Advanced Skill Training

Select one advanced skill from your class skill list and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

Weapon Skill Training

Select one weapon skill from your class skill list and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

Honing Defence

Each time you level up, you may add +1 to your cover and evade defences at no cost in advancement points.

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Anatomy

Talent - Incidental

When making a stealth attack, you may use the weak points table.

Heart or Head

Talent - Incidental

After making a successful attack, you may spend a feat of will to select either the heart or head (your choice) for the hit location. You may do this once per session.

Machinesia

Requires 3 Mech. Apt.
Talent - Incidental

As an incidental you may spend a feat of will to surround yourself with programs designed to remove all record of your passing. These programs remain active until your next rest (but the deletions they perform are permanent).

The programs can't affect human memory, or that of ANI systems, but they will otherwise delete camera recordings, login/logout records and even mentions of you in diary entries. In all cases the minimum amount of information is removed to obscure your presence.

Note that this does not prevent real time observation. A guard actively monitoring cameras will still see you, an auto-turret can still engage you.

Six Second Lie

Requires 6 Intelligence
Talent – Simple action

As a simple action, you may spend a feat of will to hack into another connected human or machine's brain and create a piece of fiction directly into their immediate memory. You must roll a *computer use* check against the targets *IC* defence to gain access.

The ghost may permanently implant any 6-second-long fiction they can devise. The victim believes these events began immediately after their last *real* memory, and came to an end the moment the hacker implanted them, so the end of the fiction should line up with reality or the memory will be recognised as a fake.

While the fiction is nominally indistinguishable from a real memory, it is important to realise that even real memory can be discounted. Impossibilities may be rejected and important recollections that seem unlikely may be double checked on.

A critical fail on the initial wireless attack means the ghost becomes a victim of their own fiction, steadfastly believing it to be reality.

Crafting the Perfect Lie
Altering memories is incredibly powerful, but it requires some creativity to use effectively. For example: if a berserker comes into the room, checks under the bed and sees a player, it will be too late for the power to hide them. Making the berserker 'remember' that the player wasn't there won't help, because present reality always trumps memory.

The better move is to catch the berserker before they check under the bed, and make them believe they have already performed the check and seen nothing. In this way the berserker will probably never spot the player, since they have no reason to look somewhere they believe they have already checked.

There are many interesting uses besides misdirection, but we'll leave it to aspiring ghost's to find them.

Tech Curse

Requires 3 Mech Apt.
Talent - Incidental

As an incidental action, you target a single piece of wireless-linked electronics and cause it to jam up until the beginning of your next turn.

You may only perform this once per round, and in the case of large equipment, it must be specific. A car is not a single piece of electronics; however, its brake controls or its GPS are. On an augmented being, each separate augment is considered a piece of electronics.

To affect a heroic character, you must roll a successful *computer use* against their IC defence

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BENEFIT TIER TWO – BLACK-HAT

Assassinate

Requires 6 Agility and the Anatomy talent
Talent - Incidental

When making a stealth attack with a short melee weapon, you do not roll for damage and instead assume the maximum possible damage result for your weapon. This attack must still hit and damage may still be modified or negated by armour.

This talent cannot be used for ranged attacks (eg. throwing a tanto or shuriken) but can be used for unarmed attacks.

Forget Me

Requires 8 intelligence & Machinesia

By hacking into another being's mind, you can remove all memory of your presence in the last 24 hours. Where no direct interaction existed, you will simply disappear, and where you specifically interacted with them, they will be unable to recall whom they dealt with.

You must defeat the target's *IC* defence with a *computer use* check, and heroic opponents suffer a point of mental trauma in lieu of the effects unless their wounds tolerance has been expended.

On a critical fail, roll a *luck* check [10]. On success, the target becomes aware that you were messing around in their head. On failure, the target remains unaware, but the ghost loses all previous memory of the target over the last 24 hours.

Hone Shot

Requires 6 Perception
Talent - Incidental

Any time you make an *aim* attack and miss, your character is deemed not to have fired and instead continues to home in on their target.

Provided your target is still visible at the beginning of next round, you may make another *aim*-based attack against the same target and add your previous total to the new skill check.

IFF Failure

Requires 6 Mech. Apt.
Talent – Off-turn action

By spending a feat of will, you may immediately interrupt any successful attack roll by an augmented being or machine. Select a new target in sight of both yourself and the shooter and transfer the attack, with the existing roll, to that target.

The new target may be an ally of the shooter, but must otherwise be a plausible threat. To use this power, you must succeed at a *computer use* check against the target's *IC* defence.

BENEFIT TIER THREE – GHOST

Active Cloak

Requires 10 Intelligence
Talent - Incidental

As an incidental action, you may spend a feat of will to dispatch a swarm of advanced adaptive programs that target both DNIs and computer systems with the goal of erasing your presence.

Until the beginning of your next turn, you are rendered invisible to all senses with a wireless link, both organic and technological. If you disappear in front of someone, you must make a successful *computer use* attack against their IC defence.

Likewise, if you interact with something while invisible, anyone watching the object is entitled to a *resist* roll opposed by your *computer use* as their mind attempts to reject the impossible. On success they discern your presence; on failure, they are still aware of *a presence* but not sure what or where it is.

It is possible to sustain this power as a simple action. Sustaining does not cost an additional feat of will but you cannot sustain this power past the end of an encounter.

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Brain Heist

Requires 6 Intelligence
Talent – Simple action

As a simple action, you may spend a feat of will to hack into someone's mind and duplicate the memory of how to perform a specific manual task. You could steal someone's experience of how to pilot a vehicle, how to enter the code to open their safe, or even how to locate their home on a map.

You cannot steal purely abstract knowledge. For example, someone might know their pin number, but unless they have entered it at least once that knowledge is not linked to the cerebrum or cerebellum, and is therefore beyond reach of this power.

While this talent can be used to borrow basic or advanced skill training, the benefits of doing so last only a single round, and you remain unable to exceed your trait limitations.

Lastly you must defeat the target's IC score if they believe the information to be unique to them (such as a pin number). Heroic characters whose IC is defeated suffer a mental trauma wound but are otherwise unaffected so long as they have wound tolerance remaining.

On a critical fail, the target not only knows that you attempted to hack their mind, but also what you were seeking there.

Manipulate

Requires 3 Willpower and 10 Intelligence
Talent – Simple action

As a simple action, you may spend a feat of will to temporarily seize control of an augmented or machine character. In place of that character's next turn, you may immediately assign them a full round of actions. Any action the target could normally take, you may force upon them.

You must make a successful *computer use* roll against the targets *IC* defence, and heroic characters who fail suffer a point of mental trauma instead, so long as they have wound tolerance remaining.

Because of the aggressiveness of this power, characters are always aware that they've come under mental assault – but not from whom.

On a critical fail, the target is unaffected and you must yourself take the action you were attempting to assign. If you have already moved, you may move again as necessary but count as having dashed at the beginning of your next round.

Mental Static

Requires 8 Mech. Apt
Talent - Incidental

As an incidental action, you can spend a feat of will to flood the local network with junk data, slowing down the minds of both people and machines.

Make a single *computer use* check, and any opponent you currently have line of sight to, and whose IC score is not greater than your result, suffers a 1d6 disadvantage to all rolls until the end of the encounter. This power does not stack with itself.

BENEFIT TIER FOUR – MYTH

Ambient Control

Requires 10 Mech. Apt.
Talent - Incidental

As a complex action, you can spend a feat of will to gain mental control over all non-sentient devices that are linked to a wireless network.

Until you rest or leave the location, you can manipulate any device as an incidental action, opening doors, switching off lights, manipulating cranes, etc. Devices that have local security, such as locked doors, will require additional *defeat security* or *computer use* checks as necessary.

The area affected is either a single building or, if outside, a single street, park, car lot, etc.

Dominate

Requires 12 Intelligence, 6 Willpower, and Manipulate
Talent – Complex action

As a complex action, you spend a feat of will to completely rewrite the priorities of an augmented or machine character. As this is a wireless attack you must also make a successful *computer use* roll against the targets *IC* defence. Heroic characters who are affected by this power suffer a point of mental trauma instead, so long as they have wound tolerance remaining.

If the ghost needs only a simple ally, it is easy to remove all the character's previous motivations and leave only a desire to serve the network ghost. Such a simple programming will make it very evident that the individual has been mind-hacked, so more subtle applications of this power will require fewer changes to a character's motivations if they are to fool former friends and allies. In either case this dominate affects motivations and modes of thinking but *not* memories.

Anytime this power fails to take effect, the target is always aware that they've come under a mental assault and the source of that attack.

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On a critical fail, the network ghost acquires one of the *targets* motivations (GM's choice). They must adhere to this new imperative to the best of their ability until the end of the encounter.

Shared Hallucination

Requires 12 Intelligence and Six Second Lie
Talent - Incidental

This power operates exactly as *six second lie* but affects everyone who has line of sight to you (though you may exclude allies as necessary). By creating a shared hallucination in this way, you are effectively *adding* to history, as you will be the only one who knows the memories were fabricated.

Separate *computer use* vs IC defence rolls should be made for any heroic character affected. Minions are automatically affected.

Additionally, this power is now an incidental action, and by spending additional feats of will you may chain hallucinations end-to-end to create a longer fiction.

Sleeper Agent

Requires 10 Intelligence and 10 Mechanical Aptitude
Talent – Complex action

If you have the *sleeper agent* talent, you may implant one of your other mind-altering powers, such as dominate, on a delay. The character affected will show no change in personality (and indeed will be unchanged) until a specified trigger event occurs, at which point, the power takes effect.

Triggers must be very specific, 'when I open a door' is not specific enough; 'when I open the door to this particular car' is. Discuss with your GM before determining the trigger to make sure it will act as you intend.

There is no roll required to use the *sleeper agent* power itself; however, you must still abide by the rules of the power you are implanting. This means you must possess the power you wish to implant, and you must make any necessary rolls. Note that you make these rolls when the power *triggers*, not when the power it implanted.

Mind Lock

Requires 10 Mechanical Aptitude and Mental Static
Talent – Simple action

Spend a feat of will to send out an aggressive program that creates a mind lock for all its victims. Place an autofire template originating from your square, all enemies covered by the template are disallowed from performing a specific type of action for the remainder of the encounter.

In addition to being specific, the action must be voluntary, so you could create a mind lock that prevents a character from pulling a gun trigger or opening a door, but you could not put in a blanket instruction to 'not attack' (non-specific) or 'stop breathing' (involuntary).

This power automatically affects minions, but you must succeed at a *computer use* roll against the IC defence of heroic characters. Also, because of the aggressiveness of this power, a character is always aware they've come under mental assault, though not necessarily from where.

On a critical fail, the target is unaffected (though other targets in the template may still be); however, you too are affected by the mind lock.

Inception

Requires 12 Intelligence, 6 Willpower, and Six Second Lie
Talent – Simple action

You may now use *six second lie* to alter an existing six second block of memory. This may be the last six seconds, or any six seconds you feel needs to be doctored. You may remove memory so the victim cannot recollect, or you can replace the memories with new ones.

In all other respects this works the same as *six second lie*. If you also possess Shared Hallucination you may perform this talent as an incidental.

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SYSTEM GUARDIAN

Even before the Wireless Whisper, the rise of direct neural interfaces transformed the role of intrusion prevention from a standard IT function into the arena of a next-generation warrior whose invisible battles protected not just data, but lives. Thanks to their robust personal defences, many of the system guardians proved immune to the Wireless Whisper, but their efforts to help others less fortunate frequently exposed them to more corporeal threats.

Now the system guardians are a rare and prized type of individual, and they have learnt to be just as watchful for real world threats as those of the Whisper. If the network ghost is the wizard of the wireless, then the system guardian is its paladin.

Party Role

In combat, a system guardian uses their wireless powers to both protect their colleagues' minds and to block and disrupt opponents. Where wireless abilities won't cut it, most guardians are flexible combatants, able to specialise in either mobile warfare or static defence.

Outside of combat, a system guardian is excellent with both software and hardware.

Age Notes

Statutes preventing DNI installation on children under 15 mean no system guardian character may be younger than 21 years old unless you select the 'Guardian of the People' origin.

PROTECTING THE MIND

The next generation hackers use their direct neural interface implants to hack from a distance, using their minds to attack computers, systems, and augmented individuals. The system guardian protects against these attacks and occasionally uses specialised programs to strike back.

Unless otherwise stated, a system guardian must have line of sight to the system or individual they are affecting for their powers to work.

Many of the guardian talents are lasting 'programs'. A guardian may only have 4 active programs at any time, but they may dispel any number of their programs at the end of their turn.

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CLASS SKILLS

Class skills are the only skills that a character may take training in. Note that the list below may be adjusted by your origin.

SYSTEM GUARDIAN CLASS SKILLS

WEAPON SKILLS	BASIC SKILLS	ADVANCED SKILLS
Snapshot	Drive	Civilised Lore
Aim	Force	Computer Use
	Resist	Engineering
	Spot/Listen	Intuition (People)
		Pilot

ORIGINS

Guardians willingly stand between the darkness and the light, a role that has become far more dangerous since the beginning of the Wireless Whisper. Few escaped their transition to their new roles unscathed.

Some of the perks of your origin come from within the system guardian progression. When you come across these perks, you may not reselect them unless repeats are allowed.

ORIGIN: GUARDIAN OF THE PEOPLE

Before the coming of the Whisper, you were one of the disconnected. You shunned augmentations and warned others away from them. In a world of super beings, you were never going to amount to much, so you drifted the edges of society, burdened with a desire to help, but too weak to make a difference.

The Whisper changed your life; it was too late for warnings and being right was no comfort to you. When others were discarding their implants to escape, you stepped into the breach, taking a neural interface implant and learning the hard way how to use it.

Now you travel the camps of the survivors, helping those who need it most. You don't know if what has been unleashed can be stopped, but you know if no one tries then soon no one will be left.

You begin with the following:

- +1 intelligence and agility
- +1 cover defence
- Training in *drive*
- Rank 2 in *snapshot*
- Rank 1 in *aim*
- Rank 2 in *computer use*
- The *wall program* talent
- 1 feat of skill and 1 feat of will
- Motorcycle leathers in black and crimson
- A Type 2 Neural Interface implant
- An Imperial Arms KS-8 submachine gun
- A vintage Ironbelt motorcycle (no wireless connection)
- 20,000 Yen
- A further 4 advancement points to spend as you choose.

Guardian of the People Gear Descriptions

Motorcycle leathers

Padding: all except head and eyes.

Coloured in shades of black and crimson, these motorcycle leathers won't stop a bullet, but the same padding that protects from skidding across the pavement at high speed will also deflect scratches and blows from angry lost.

Imperial Arms KS-8 Submachine gun

This submachine gun was designed for use by the Imperial Navy, but it's seen significant modifications since that day. The electronic fire control and safety systems have been removed, and the frangible polymer rounds have been replaced with armour penetrating steel jackets.

Like all submachine guns, the normal 1d6 bonus to *aim*ed shots applies instead to *snapshots* when wielding a submachine gun. This weapon has multiple fire select options and may make single shots, use volley as a simple action, or use the autofire action.

KS-8 Submachine gun			Primary
Range: Medium		**AP**: Ceramic	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Burst, autofire, two-handed, +1d6 to snap instead of aim			

Ironbelt Motorcycle

This gas-guzzling anachronism was a piece in somebody's collection before you liberated it from a mansion overrun by lost. It's temperamental and almost impossible to find fuel for, but it has never had a connection to the wireless, and that makes it the safest thing on the roads.

Use the standard motorcycle template in the vehicles section of this guide for this vehicle's details. The Ironbelt is considered disconnected from the Wireless and should not have a Risk Margin.

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ORIGIN: THE METALLURGIST

Before the Shatter, you were a fairly green operative for the Imperial Information Security Division. I-Sec was on the frontline, trying to find out who had caused the Shatter, but looking too closely at the Whisper gives it all the entrance it needs, and within a couple of weeks, you were the last one left. It wasn't that you were the best, in truth it was probably that you were unimportant enough to fly beneath the Whisper's radar, while being new enough to be shielded by more experienced colleagues.

After I-Sec, you eventually found your way into a group of scavengers for the East Block settlement. With your skills and training, they could go places that other salvage teams wouldn't dare. Occasionally you'd take 'direct combat' jobs, contracts to remove dangerous berserkers (or worse) from areas where they threatened or blocked other scavengers.

The metallurgist was one such job. He was a lost at the Pellet Tec mill, and once you'd slipped through the net of berserkers protecting him, you realised he was something new. A kind of… living metal had consumed almost half of his body, and the more harm you inflicted on him, the more it spread. Your trusted team were wiped out, but not before one got a grenade out.

You remember the all-consuming force of the blast, and a horrible pain as shrapnel tore through your arm. The next thing you recall you were waking up back at your safehouse with a piece of living metal in your forearm. At first it felt like doom, but with time you began to wonder if it wasn't an opportunity, a weapon. You could hear the Whisper in it, feel the danger that was now within your bloodstream, but you're not some factory manager. You're a trained I-Sec operative, and the Whisper just gave you a back-door access point to its own network.

Now you just have to find a way to destroy it, before it can destroy you.

You begin with the following:

- +1 mechanical aptitude and willpower
- +1 cover defence
- Training in *resist*
- Rank 2 in *snapshot*
- Rank 2 in *computer use*
- Rank 1 in *engineering*
- Rank 1 in *intuition (people)*
- The *internal alarms* talent
- 1 feat of skill and 1 feat of will
- Casual clothes with a dark overcoat and a fibreweave vest
- Infectious Metal
- A Type 2 Neural Interface implant
- An Ootori Syndicate PM-35 auto pistol
- 5,000 Yen
- A further 4 advancement points to spend as you choose

Metallurgist Gear Descriptions

Infectious Metal

Some sort of ferrofluid has infected you, finding its way into your bloodstream and evolving with a life of its own. This provides some benefits, but also a great deal of peril.

Each time you suffer a serious wound or greater, you don't count it as a normal wound, instead the location becomes marked with ferrofluid. This location now has the AP of steel – or fibreweave if it's a weak point. Each time the infection spreads, the Whisper gains an additional +2 on all wireless attack rolls against you (but not against people you're protecting under the *gatekeeper* talent). If the Whisper's total bonus ever exceeds your *resist* score + 20, you become the new metallurgist, and your character is permanently lost.

You can attempt to prevent the spread of the ferrofluid by making a *resist* check [10 + 2 for each infected hit location], but you can never heal an infected location

The same gateway the ferrofluid affords the Whisper can also be used against it. When making *computer use* checks or wireless attacks of your own, you may add up to 5d6 to the roll, but at a price. For each d6 you add, the infection will spread to a random hit location exactly as if you'd been wounded (including the possibility to resist the spread).

There are two other ways the ferrofluid can spread. If you suffer a serious wound to an already infected

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location, it will spread to a random location. If you get an implant that includes a location where infection exists, the infection immediately repopulates the area it previously held. In either case you are entitled to try and resist the spread.

Casual Clothes, overcoat and a fibreweave vest

Fibreweave: Guts, sternum, lungs, heart, kidneys

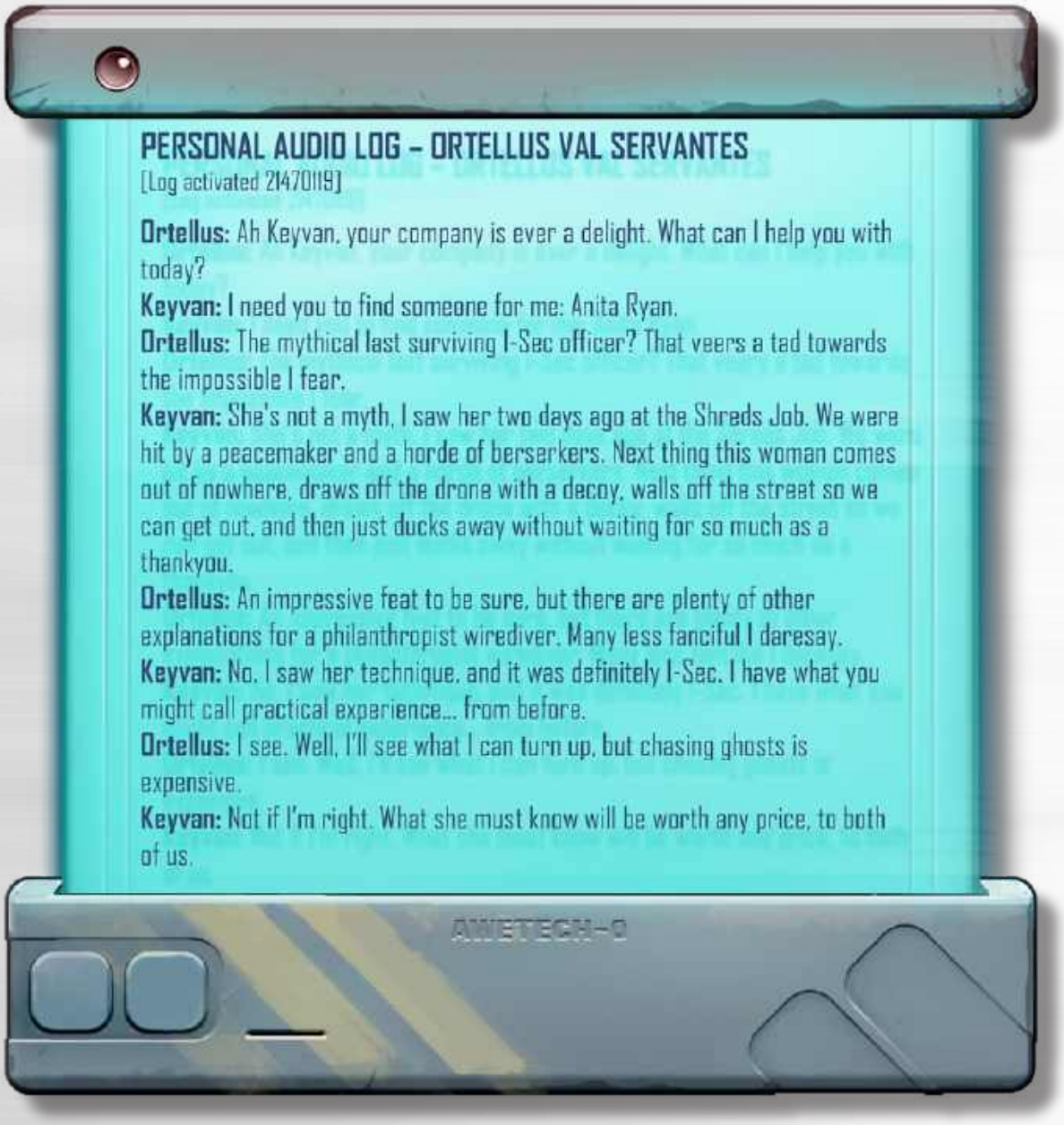
A sturdy black coat, basic shirt, and some jeans are as functional now as they were before the Whisper. They're helped along by a scavenged police issue vest in slate grey.

Ootori Syndicate PM-35 Auto pistol:

The PM-35 is an almost ubiquitous corporate sidearm in the Verdant Crest. The Ootori syndicate offered significant discounts on this normally high-end side arm to all the major zaibatsu and their ginbushi clans, which resulted in near universal adoption. The syndicate then gradually increased the price of ammunition, a long-term investment that might have paid off if the Whisper hadn't hit.

The weapon itself is light weight, durable, and has reasonable stopping power. It has the burst-fire capability which allows volley-fire attacks to be made as simple actions.

PM-35 Auto pistol			Secondary
Range: Medium		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Burst			



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ORIGIN: SAVIOUR EN ROUTE

You were trained by the Stratum Electric Power Company pre-Whisper, and after a number of developmental roles, you found your place as the guardian for the fusion plant on the Copernicus orbital. You worked in concert with a ginbushi from the Viper Sky clan, and together you formed an unstoppable team, your partner dealing with physical threats while you negated the electronic.

When the Wireless Whisper hit, the plant was one of the first sites attacked, and your colleague was in fine form, holding back wave after wave of berserkers, collectors, and worse. Unfortunately there was a weak point in the defence.

You.

You couldn't keep the Whisper from reaching the ginbushi, couldn't raise a defence when it did. In a heartbeat, the finest samurai you had ever known became the enemy. The plant fell, and the orbital soon after, leaving you among the few survivors riding life pods back to the surface of Hansei.

You will meet that warrior again, and you will save their soul from the nightmare existence in the service of the whisper.

One way or another.

You begin with the following:

- +1 intelligence and willpower
- +1 cover defence
- Training in *resist*
- Rank 1 in *snapshot*
- Rank 1 in *aim*
- Rank 2 in *computer use*
- Rank 1 in *civilized lore*
- The *gatekeeper* talent
- 1 feat of skill and 1 feat of will
- A Fibreweave vest worn underneath casual clothes and a Stratum Electric Power Company wind breaker
- A Type 2 Neural Interface implant
- A Companion Coprocessor Smart Link to a Tablet PC
- A U-Print template auto pistol
- 150,000 Yen
- A further 4 advancement points to spend as you choose

Saviour en Route Gear Descriptions

Companion Coprocessor

-2 IC, +2 maximum intelligence, +1 intelligence

The companion coprocessor smart link allows a user to link themselves to any portable computer that they carry on their person.

Anytime the user is attempting to solve a mathematical or logic problem their smart link forwards the query to the companion device which returns an accurate and immediate answer. Further functionality is gained by giving the user speed-of-thought access to applications on the device.

U-Print Template Auto pistol

U-Print used to provide a huge range of schematics for use with 3D printers. The company is now defunct, but their templates still exist on the wireless for those brave enough to harvest the data. This pistol was printed using one such template; it's a polymer construct that is deceptively light for something so dangerous.

Like all auto pistols, this weapon has the burst-fire capability which allows volley-fire attacks to be made as simple actions.

U-Print Auto pistol			Secondary
Range: Medium		**AP**: Fibreweave	
Nicked	**Punctured**	**Pierced Deeply**	**Shot through**
[1]	**[2–4]**	**[5]**	**[6]**
Burst			

Stratum windbreaker and a fibreweave vest

Fibreweave: Guts, sternum, lungs, heart, kidneys

This worn company jacket and patched ballistic vest are all that remain of your old uniform, but they've carried you through more scrapes than you care to count.

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ORIGIN: THE WIRELESS DRUID

Everyone dealt with the Shatter in different ways. They say the wireless druid dealt with it by going a little mad. They say she used to be a scientist, part of a curious project that wanted to allow humans and animals to communicate by implanting custom DNIs in them.

They say it worked.

Mostly, the wireless druid hides out in the overgrown Ootori Syndicate lab, surrounded by animals of all sorts that keep her fed and safe from the Whisper. But in recent times, she's been seen more and more, coming to the rescue of others with the tangible might of animals and an unexpected ability to deflect wireless attacks. Maybe her custom DNI lets her do more than just speak to creatures, but she maintains it is the power of Gaia speaking through her and that it is nature's will that she serves.

Maybe she's a little mad, or maybe when you start linking other creatures to the wireless, you get voices in your head besides just the Whisper's.

You begin with the following:

- +1 intelligence and mechanical aptitude
- +1 cover defence
- Training in *force*
- Rank 2 in *aim*
- Rank 1 in *computer use*
- *wildscraft* becomes a class skill
- The *internal alarms* talent
- The *Gaia's army* unique talent
- 1 feat of skill and 1 feat of will
- Miko or Shintō Priest robes
- A Lion-Tamer Neural Interface implant
- A Yumi
- 5,000 Yen
- A further 4 advancement points to spend as you choose.

Wireless Druid Gear Descriptions

Gaia's Army

By spending a feat of will, the wireless druid may use her Lion-Tamer implant to summon one of her animal companions at any time to serve her. Except where doing so would expose them to unnecessary peril, these animals are always considered to be stalking nearby and will arrive in the round that they are called.

There are five different animals the druid may summon; however, each is unique, and if it dies it cannot be called again. Fortunately, the Whisper has little interest in animals and will not attack them unless provoked. Each animal has a Lion-Pride DNI which can be removed with a *medical* [effort 20] check and potentially implanted in a new animal. The implant is incompatible with humans.

The animals have relatively simple interpretations of the world and cannot understand humans outside of commands sent through the wireless link. An animal cannot comprehend 'use the elevator to go to the third floor,' but will grasp 'put a paw on the circle with the '3' on it'. Through the Lion-Pride implant they can share what they see and hear.

The summonable animals are listed below (the GM will have combat statistics for them should they be caught in a fight):

Rat: The rat is able to understand complex commands and will be almost completely ignored, even by arcology security (though they'll notify pest control). Useless in a fight, it can make an excellent spy.

Grey hawk: The Grey hawk is a nimble raptor with agile talons. It can serve as a distraction in a fight (though ranged weapons present significant peril) and can retrieve light objects with alacrity (anything up to the approximate weight of a heavy pistol).

Tamarin Monkey: The tamarin monkey is extremely dexterous and its hands, though small, are capable of complex manipulation, just as a human is. Though the mechanics would pose a significant challenge, a tamarin could even pick a lock, given tools and sufficient time to blunder its way to success.

In a fight, the monkey would serve as only a momentary distraction.

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Wolflions – Yesha and Rin: The wolflion is a native predator to an isolated world on the rimward edge of the Verdant Crest. Canines, similar to a lion in stature, with coarse white crests and vibrant blue eyes that give them a dramatic silhouette in any light.

This pair were brought into the program to test the ability of the implant to build a connection with inherently primal and aggressive animals. Yesha and Rin are always summoned together (whichever is called the other comes with it) and, unlike the others, they are not completely held to the sway of the druid. Their instinct is to fight anything that threatens them, and they will do this regardless of the druid's wishes. They will flee, but only if they perceive an untenable situation, they cannot be ordered to retreat.

The wolflions are adept combatants and excellent stalkers, but they are incapable of manipulating human devices in any practical way.

Yumi

The yumi is the traditional Japanese longbow. This weapon is extremely tall and to avoid burying the bottom end in the ground, the draw-point is approximately two thirds of the way down (rather than in the middle as with Western bows).

When fired at short range, the yumi treats its AP as ceramic, but it does not benefit from point-blank range attacks. A bow cannot be used for volley fire attacks.

Yumi			Primary
Range: Long		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–3]	**Pierced Deeply** [4–5]	**Shot through** [6]
Silent, no-volley			

Miko Robes

The traditional garb of a Shintō Shrine maiden, this outfit consists of a white *haori* (kimono jacket) and red *hakama* (skirt-like trousers with seven pleats).

Shintō Priest Robes

A Shinto priest wears a jōe or 'pure cloth'. This is a white or yellow hunting robe made of silk.

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LEVELING UP: SYSTEM GUARDIAN

Each level up a system guardian gets 8 advancement points to spend on the tables below according to level. Once you ascend to higher levels, you may still purchase from the earlier tables where you feel appropriate.

LEVELS 1 – 3: E-SECURITY ENFORCER

COST	REPEAT	BENEFIT
4	Yes	Fitness
3	Yes	Basic Skill Training
1	Yes	Advanced Skill Training
1	Yes	Weapon Skill Training
Free	1/Lvl	Honing Defence
2	No	+1 Feat of Skill
2	No	Centre Mass
2	No	Gate Keeper
2	No	Internal Alarms
2	No	Wall Program

LEVELS 4 – 6: DIGITAL PALADIN

COST	REPEAT	BENEFIT
Free	No	+1 Cover
Free	No	Recoil now a Class Skill
2	No	+1 Feat of Skill
2	No	Coverfire
2	No	Decompile
2	No	Decoy
2	No	Logic Balm
2	No	Risk Assessment

LEVELS 7 – 9: IC LORD

COST	REPEAT	BENEFIT
Free	No	+1 Evade
Free	No	+1 Cover
2	No	+1 Feat of Skill
2	No	Cyberstatic
2	No	Distributed Processing
2	No	Observation Program
2	No	Personal Firewall
2	No	Pushing the Margin

LEVELS 10 – 12: CYBER SHOGUN

COST	REPEAT	BENEFIT
Free	No	+1 Cover
2	2 repeats	+1 Feat of Skill
2	No	Divine light Encodified
2	No	Local Lockdown
2	No	Optimised Defence Network
2	No	Quarantine
2	No	Recovery Point
2	No	Reflection Algorithm
2	No	Smart Link VPN

BENEFIT TIER ONE – E-SECURITY ENFORCER

Fitness

Each rank of fitness allows you to increase one physical trait by 2 points and a second by 1 point. While you may repurchase this, you may not push any physical trait above its maximum. These maximums are defined by the base human template initially (see p.66), but can be improved by many augmentations.

Basic Skill Training

Select one basic skill from your class skill list and consider it trained. Trained basic skills use the full trait bonus instead of half when making checks.

You may purchase this multiple times each level, applying the training to a new basic skill each time.

Advanced Skill Training

Select one advanced skill from your class skill list, and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

Weapon Skill Training

Select one weapon skill from your class skill list and increase it by one point.

You may purchase this multiple times each level, but you may never push any skill beyond its governing trait.

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Honing Defence

Each time you level up, you may add +1 to your cover and evade defences at no cost in advancement points.

Centre Mass

Talent - Incidental

After making a successful attack, you may spend a feat of skill to select the sternum for the hit location. You may do this once per session.

Gatekeeper

Requires 3 Willpower
Talent – Off-turn action

Once per round, when an ally fails a *resist* check against any form of wireless attack, you may reroll on their behalf, using your own *resist* skill. The better result applies.

Alternately, if the wireless attack targets an IC score, you may substitute your *resist* roll for the IC defence.

Internal Alarms

Requires 3 Mechanical Apt.
Talent - Incidental

You have a number of self-monitoring programs that exist in your cyberware. At any time you may ask if you're under an electronic attack and the GM will provide a yes or no answer. This alerts you to the presence of powers that might not normally alert you to their effects, like Six Second Lie. Note that it doesn't reveal the nature of the attack, or where its coming from.

Wall Program

Requires 3 Intelligence
Talent – Simple action

As a simple action, you may create a wall that covers one edge of two squares (or it can corner one square). The wall may be anywhere between one and two metres tall and is semi-transparent.

The program is only visible to machines and connected/augmented individuals (friendly or otherwise), but they may not attack or move through it and must treat it in every respect as a solid object.

The programs last until the end of the encounter. Note that this is a program, and you cannot support more than four programs at a time.

BENEFIT TIER TWO – DIGITAL PALADIN

Coverfire

Requires 3 Perception
Talent - Incidental

After any round where you made an *aim* or *snapshot* attack, you may select an ally to provide *coverfire* for. If that ally is attacked by someone in your line of sight, you may interrupt the attack with a *snapshot* attack of your own. If your attack is successful, in addition to normal damage, it causes an automatic miss from the attacker.

Decompile

Requires 8 Intelligence
Talent – Simple action

As a simple action, you can launch an attack directly against a program.

Most programs (like *walls* and *decoys*) are simple and will be automatically destroyed. More complicated programs (those with wounds tolerances) simply take a point of mental trauma. A program that suffers a mental trauma point, once its wounds tolerance is exhausted, goes into sleep mode, and any further mental trauma thereafter destroys it.

If the target program has an IC defence, you must roll a successful *computer use* attack against it.

Decoy

Requires 4 Intelligence
Talent - Incidental
Spend a feat of skill as an incidental action to create a simple *decoy* program. Place a marker for the program anywhere within line of sight and roll a *computer use* check to set the difficulty for escaping the program's influence.

The character closest to the program when it is created must attack the *decoy* on its turn for the rest of the encounter.

After each attack against the *decoy*, the victim may attempt a *resist* check against the program's escape difficulty. If it is successful, the *decoy* is decompiled and the character may act freely from the beginning of its next turn.

Note that this is a program, and you cannot support more than four programs at a time.

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Logic Balm

Requires 4 Mechanical Apt.
Talent - Incidental

Spend a feat of will as an incidental action to restore 1d4 points of mental trauma damage to an ally within line of sight.

Risk Assessment

Requires 6 Mechanical Apt.
Talent - Incidental

You have an instinct for how close the Whisper is to breaking into mundane technology. At any time you may ask how far along the Whisper's rolls are towards efforting a risk margin.

BENEFIT TIER THREE – IC LORD

Cyberstatic

Requires 8 Intelligence
Talent - Incidental

Spend a feat of skill as an incidental action to create a ball of noise reaching out five squares in each direction from the square of your choice.

For the next round, no attacks that rely on wireless interfacing may target anyone in that area. Smart weapons may be fired into or out of the field but act as mundane firearms.

You may sustain the effect as a complex action (but it does not cost any further feats to do so).

Cyberstatic does not block or affect the ambient Whisper.

Distributed Processing

Requires 8 Mechanical Apt.
Talent - Incidental

Spend a feat of skill as an incidental action to offload some simple tasks to your allies' cyberware. On your next attack, you may add +1 to your attack roll for each heroic character ally who has line of sight to the opponent you're attacking.

Alternately you can add +1 to a skill check you're attempting for each ally who has at least 1 rank in the skill. Note that disconnected allies do not provide any benefit for either use.

Observation Program

Requires 6 Agility
Talent – Simple action

As a simple action, place a marker for this program anywhere you have line of sight to. You are now considered to have line of sight to anywhere the observation program can see for the purpose of cyber-attacks and defences.

Furthermore, you may ignore cover when making smart weapon attacks, provided the target also does not have cover against the program.

As a program, this talent contributes to your limit of four supportable programs, and it lasts until the end of the encounter.

Personal Firewall

Requires 10 Intelligence
Talent – Incidental or Off-turn action

Your advanced firewall defences buy you time against hostile incursion. The first time you fail a *resist* check against a cyber-attack you may treat the result as though you had succeeded.

This talent recharges when the party rests and you have time to repair the firewall.

Pushing the Margin

Requires 10 Mechanical Apt.
Talent – simple action

You can permanently add 20 to the risk margin of any one piece of technology by spending a feat of skill. This can only be done once to any given device or vehicle.

BENEFIT TIER FOUR – CYBER SHOGUN

Divine Light Encodified

Requires 12 Willpower and 8 Mechanical Apt.
Talent – Simple action

Spend a feat of will to create a storm of code tailored to destroy the Whisper's agents from the inside out. When first activated the three closest Whispered characters are struck full force, the Whisper's code being ripped from their minds.

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Minions are killed instantly; heroic characters suffer a point of mental trauma. Any surviving opponents in short range are blasted back until they are just outside short range.

A system guardian can sustain this power, but while doing so they cannot move and may only perform simple actions. Every round this power is sustained the three closest opponents will be attacked, and likely destroyed. The Whisper's agents can only move within short range of the guardian by making a successful *resist* check opposed by the system guardian's *computer use*.

Though this power ignores most friends and allies, it will affect anyone with a Whisper tainted augment such as the metallurgist.

You may only use this power once per session.

Local Lockdown

Requires 10 Mechanical Apt.
Talent – Simple action

By spending a feat of skill, you extend your defences to cover all simple devices in your local area. Simple devices include doors, lights, manipulator cranes, etc., but not robots or other machines capable of self-direction.

No device you have locked down can be changed from its current position (even by its intended controllers) without the operator first defeating you in an opposed *computer use* check.

Optimised Defence Network

Requires 12 Intelligence, 6 Mechanical Apt. and Gatekeeper
Talent – Off-turn action

Spend a feat of skill to link up the defences of all your party.

For the remainder of the encounter, any time a party member rolls *resist* to defeat an attack, ALL party members make the *resist* roll (one roll each per attack, even if that attack targets multiple members affected by this talent). If any one member succeeds, then all party members are considered to have passed the check.

Quarantine

Requires 8 Intelligence, 8 Willpower
Talent – Simple action

You quickly seal off a dangerous program, AI, or augmented foe in line of sight. Spend a feat of skill and roll a *computer use* check to set the difficulty for the quarantine.

The target may not launch any wireless attacks without first breaking the firewall you put around them. At the end of each of their turns, they may make a free *resist* check against the difficulty you set initially.

Recovery Point

Requires 6 Mechanical Apt.
Talent – Complex Action

You make a habit of preserving a system restore point for the core mental traits of each of your colleagues.

By spending a feat of skill, you can reverse the effects of mind-altering powers (*dominate*, *forget me*, *mind lock*, etc.) that have afflicted any party member. This counts as a complex action.

Reflection Algorithm

Requires 8 Intelligence and Personal Firewall
Talent – Incidental

Anytime you successfully prevent a cybernetic attack from affecting you, the critical fail effects occur, or the power is otherwise bounced back against its point of origin.

Smart Link VPN

Requires 6 Mechanical Apt.
Talent – Simple action

You rapidly enhance the lines between the smart weapons operated by the party. Smart weapons may now ignore cover so long as there is at least one smart weapon or observation program against which the target does not have cover.

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SKILLS

There are three types of skills in *Wireless Soul Transmission*. The manner in which these skills are employed is identical and is covered on p.17.

What differentiates these skills is how a character improves in rank, and to what extent they can do so.

Basic Skills

Basic skills are those skills which are predominantly determined by a particular physical trait. Having formal training in these skills will help you better apply your trait's score, but for basic skills, one can never be considered a master, you are either trained, or untrained.

- A basic skill can be either trained, or untrained.
- All basic skills start untrained but may be trained by an origin or during level up.
- A trained basic skill has ranks equal to its governing physical trait
- An untrained basic skill has ranks equal to *half* it's governing trait (rounded down).

Advanced Skills

Advanced skills are those where a character's education and experience are the major factor. Simply because a character is extremely intelligent, does not mean they are skilled at *computer use*.

Physical traits do still play a part for advanced skills – ultimately the body has certain real limits. No matter how well read you are in *acrobatics* you cannot perform a wall run or a safe landing roll without a certain level of agility.

- All advanced skills begin with 0 ranks.
- A character receives some ranks from their origin and may purchase more at level up
- An advanced skills ranks may never exceed the score of its governing physical trait.

Weapons Skills

While many skills may be used in combat, the weapon skills are intended, above all else, to inflict harm and will find few uses outside of battle. Outside of combat, weapons skills behave like advanced skills – details on their uses in combat is covered in Combat Actions p.32.

Class Skills

The class you play will determine which skills you are able to purchase training or ranks in. 'Class skill' is a useful catch-all term for any such skill, whether it is a basic, advanced or weapon skill.

Skills List: Basic

Athletics – build based

Athletics is a character's ability to run, climb, swim, dive and all similar feats of physical strength.

When swimming, checks are only required for moving against strong currents or holding your breath long term. Likewise, basic movement does not require a check, but if a character is trying to escape a collapsing building or outrun a collector, a roll will definitely be required.

Drive – mech. apt. based

Drive is the ability to handle vehicles that move in two dimensions such as cars, trucks, and boats. Characters are able to perform most activities allowed on twenty-first century roads without making a roll.

A roll is likely to be called on for activities like taking a sharp corner at speed or attempting to overtake another vehicle.

Endurance – build based

The *endurance* skill governs your character's ability to push their own body to its limits and to absorb mistreatment from external sources. Running long distance or hiking up a mountain might require *endurance* checks as might surviving a poison or extreme temperatures.

Many tasks governed by other skills (such as *athletics* and *force*) turn over to *endurance* when performed for extended periods.

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Force – build based

Force is your character's ability to apply their physical might to circumstances. Shattering a cracked wall, knocking down a door, or pushing someone out of the way are all applications of *force*.

Preparation – willpower based

Preparation is your character's vigilance and ability to focus on small details that can be critical to success.

Above all, preparation determines what tools a character will have available to them on a mission, see Equipment on p. 155 for more details.

React – agility based

React checks are made when a character is called on to make a sudden snap response such as grabbing a ledge when they start to fall.

Resist – willpower based

Resist is a character's ability to focus their mind on a purpose. A *resist* check might be used for blocking mind-affecting powers or overcoming crippling pain and continuing to act.

Spot/Listen – perception based

Spot/listen checks are used whenever your character pauses to look and hear, whether searching for enemies, attempting to identify something in the distance, or examining an object for minute details.

Stealth – agility based

Stealth is your character's ability to hide or move without being detected. It is a catch-all for both camouflage and moving silently.

Most stealth checks are opposed by the spot/listen of the most capable opponent who might spot you.

SKILLS LIST: ADVANCED

Acrobatics – agility based

Acrobatics covers a wide range of leaps, flips, tumbles, and more. A simple *athletics* check might get you across a crevice, but if you want to wall run along the rock wall and then leap off it to land behind an opponent, you'll need *acrobatics*.

Computer Use – intelligence based

All characters are capable of using basic computers for their intended functions; however, those trained in *computer use* can perform tasks that a system was not specifically designed for – or may have even been designed to prevent.

Computer use checks would be taken for hacking through security, overriding safeties, and finding data that was intentionally hidden.

Civilised Lore – intelligence based

Civilised Lore is a character's knowledge of the zaibatsu, politics, settlements, and pre-Shatter history. This skill represents someone who has either had a formal education or has made a dedicated effort to self-school. *Civilised lore* covers etiquette, and checks can be made against it to speak foreign languages.

Defeat Security – mech. apt. based

The *defeat security* skill is a very specialist skill set for defeating all manner of locks, both electronic and mundane. Higher skill will allow you to tackle harder locks and succeed more quickly.

Disguise – perception based

Disguise has two key aspects. One is the 'quick disguise', the simple act of attempting to look like you're not you. Quick disguises will rarely stand up to close observation, but they can usually be improvised with very little in the way of materials.

The other use is the 'complex disguise'. A complex disguise is more difficult; it involves the character actively attempting to impersonate another being. This function of the ability represents not just the ability to dress up as someone but the talent for imitating voices and mannerisms.

A skilled disguise artist can create a quick disguise for another character to wear, but only they can use a complex disguise.

Disguise can also be used on items, making glass beads resemble fine jewellery or creating mimics of government identification documents and so on.

Engineering – mech. apt. based

Engineering is an understanding of technologies and the physics behind them, as well as the ability to build, repair and diagnose issues for most devices, vehicles and ships. The knowledge governed by this skill is general rather than specialised; for example, the *engineering* skill indicates a knowledge of architecture but not to the extent of someone with the *work (architect)* skill.

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Intuition (People) – perception based

Intuition (people) is the ability to make sound character and motive judgements based on another person's manner and choice of words. Part psychology and part good observation, this skill allows you to get a feel for people, allowing the character to glean answers to unasked questions like 'what is he really after?' or, 'is he telling the truth?' etc.

Intuition (places/things) – perception based

Intuition (places/things) is about getting a feeling for places, items, and situations, for example, you might look at an abandoned inn and be able to glean *why* it was abandoned, or look at a plain ring and tell if it was just jewellery or if it was sentimental to its owner.

Medical – intelligence. based

The *medical* skill is the character's grasp of diagnosis and treatment through chemical, surgical, and therapeutic methods.

Details on applying the *medical* skill are covered under Rest and Regroup on p.48.

Pilot – mech. apt. based

Pilot is the ability to handle aircraft, space craft, and articulated combat vehicles (or mecha). If the skill is considered trained, then you can perform most 'point-to-point' flights without making a roll.

A roll is likely to be called on for activities like out-turning another aircraft or climbing a rock face in a combat walker.

Sleight of Hand – agility based

Sleight of hand includes pickpocketing and other acts of legerdemain. You may be called upon to take a *sleight of hand* check if you are trying to achieve something requiring quick and precise manual dexterity, but more commonly it is in opposition to another character's *spot/listen* to take or place something unnoticed.

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Spycraft – intelligence based

Spycraft is the realm of informants, thieves and infiltrators. It covers the ability to determine sound means of infiltration and escape, the ability to devise and decrypt ciphers, and the knowledge of major figures in the undercover world.

Spycraft also represents a knowledge of the black markets, criminal organisations, and a general ability to ferret out unauthorised enterprises operating within larger organisations.

Lastly, *spycraft* is the skill used to conceal weapons and armour – though they must state in their description that they are small enough to conceal. Other gear besides weapons and armour may be concealable at your GM's discretion.

Urbcraft – intelligence based

Urbcraft is a post-Shatter term for those who've learnt to survive in the now-hostile cities. *Urbcraft* is a knowledge of the monsters the Whisper deploys in the cities and their common hunting grounds and behaviours. It's the ability to find food and water and other common items of salvage.

The *urbcraft* skill also comes into play when tracking people through an urban environment – or attempting to hide *your* tracks.

Warcraft – intelligence based

Warcraft covers all the skills and knowledge a soldier might learn that don't include direct combat. This covers tactics, strategy, the ability to recognise military equipment or manoeuvres, and even the ability to train unskilled survivors into an effective militia (given time).

Wildscraft – intelligence based

Wildscraft is the ability to survive in natural environments (not just forests). It involves knowledge of nature and the four elements, the ability to identify mundane plants and animals, set snares, and find water and shelter. The *Wildscraft* skill is also used for tracking an individual through natural environments, or covering your tracks in the same.

Work (various) – various based

Work represents a character with skill in any of a number of non-heroic, non-military professions such as builder, accountant, musician, and so forth. The applications of this skill depend largely on the profession governing them, for example a weapon smith could use *work (weaponsmith)* to craft a weapon or judge the quality of an artillery piece.

It is perfectly okay for there to be overlap between the focus of the work skill and an existing skill. For example someone with *work (IT consultant)* would have a solid understanding of programming, a talent that also falls under *computer use*.

Note that this skill does not appear in any of the basic classes or Origins. It is included as a handy tool for characters with custom backgrounds that suggest proficiencies outside the scope of the skills we've included.

SKILLS LIST: WEAPON

Aim – perception based

Aiming is the ability to control your breathing, lead a target, and take the shot at the right moment. It is about precision, not speed. If you want to hit something at a distance, the *aim* skill is your point of reference.

Unless the weapon description states otherwise, the *aim* skill can be applied to any ranged attack.

Snapshot – agility based

Snapshot is the ability to rapidly acquire a target and attack. It focuses more on stance and rapid judgement than it does on pinpoint accuracy because, over short ranges, the window of opportunity is often a greater factor than wind or shot lead.

Unless the weapon states otherwise, the *snapshot* skill can be applied to any ranged attack at short or medium range.

Recoil – build based

Recoil is the ability to control the kick a weapon produces after each shot. It emphasises a combination of raw strength and the knowledge of how to account for any recoil that cannot be controlled.

Melee – agility based

Melee is the ability to use blades, staves, other more exotic weapons – and even plain fists – in combat. While unarmed damage is often affected by strength, the ability to actually land a blow on the target relies more on speed and flexibility.

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CONVERSATION SKILLS

Characters have three types of conversational skills. One virtue, one vice and *blather*. During character creation you will select your virtue and vice from the list in this chapter.

VIRTUE

Virtue represents a character's foremost positive characteristic. It is the first thing that people mention when speaking well of them. A social check, based on a virtue, means demonstrating commitment to, or understanding of, an idea. It is as much about inspiring your subject as convincing them.

Ranks in virtue, or vice, skills:

- Have ranks equal to your charisma score
- Cannot be improved except by increasing your charisma.

VICE

In *Wireless Soul Transmission* vice is less a personality aspect (like virtue) and more a representation of your character's downtime interests. It is what they do when they need a break from being a hero.

Ranks in virtue, or vice, skills:

- Have ranks equal to your charisma score
- Cannot be improved except by increasing your charisma.

BLATHER

The *blather* skill represents the fallback when a character can establish no commonality with their conversational partner. In this instance, the objective is to just keep talking until they appear to be convinced.

- A character's ranks in *blather* are equal to half their charisma (rounded down).

SKILLS LIST: VIRTUES

Academic

> *"Each of these prisoners is another mouth you have to feed, and you know as well as I do that killing them will make it very difficult to bargain with the other settlements. The only logical option is to let them go."*

While most *academic* characters have a particular field of specialisation, anyone who possesses this virtue also has a keen curiosity and a technical mind. They make their arguments in a logical and practical way, citing precedents and highlighting risks.

Unsurprisingly, *academic* characters will find this virtue most often of use convincing the academia.

Assertive

> *"Listen to me, you need to let those prisoners go **now**. You've demonstrated your strength, be happy with that. Keep their weapons, cut them loose, and assure them that next time you won't be as forgiving."*

Assertive characters are demanding and imperative; leading even when there is no need for a leader. They tend not so much to make arguments as to give instructions with such certainty that others frequently acquiesce without thinking twice.

Assertive individuals will be most successful where they are in a position of authority, whether formal or implied, or when dealing with individuals who are leaderless and without direction.

Compassionate

> *"Are there enough humans left that we can afford to detain so many over so small a disagreement? This close to extinction, doesn't your heart tell you that they can do more for us all free, then they can do for you as prisoners?"*

Compassionate individuals are those drawn to help others. Their arguments tend to centre around altruism and common plight.

Compassionate characters are most able to convince those who live in uncertain circumstances themselves (and may need compassionate aid in the future) and among those who believe themselves to be on the side of good.

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TENCOM WIRELESS

CATCH THE STREAM

William Kwan (Quote 2018/234)

Courageous

> *"Look you need a bargaining chip, I get that, so take me. Let all these people go, and I'll be your hostage."*

Courageous characters are infectiously bold and self-certain. Like *assertive* characters, they tend not to actually bother with giving reasons or even making an argument. Unlike *assertive* characters, they do not give orders, they simple state their intention to follow a course of action with such conviction that others are drawn along in their wake.

Courageous characters are most successful at inspiring those in need of a cause or those in perilous occupations.

Cultured

> *"Do you really think respect comes from holding a gun to a helpless man's head? You're no common thug, you know better than this. Let them go and remind everyone you can speak without hostages and without petty threats."*

Cultured characters are at home with the aristocracy. They avoid harsh language and contractions, know their etiquette and can cite literature, opera, and stage plays with practiced ease.

The upper class, and people who think they ought to be, are most often driven by *cultured* individuals.

Genuine

> *"You've got me pretty scared right now, I'll give you that. Those prisoners, though, they're shaken to the core. You let them go, and you've got my word you'll not see trouble from them or me as long as you live."*

A *genuine* character is rarely dishonest and conveys themselves in a sincere manner that capitalises on this relationship.

Common hardworking folk will most often be impressed by characters with the *genuine* virtue.

Humble

> *"So long as you have these prisoners, people will be afraid of you and build walls to keep you out. Soon there will be a wall in every direction, and you'll be as trapped as these men. Their imprisonment begets your imprisonment, and their freedom will be your freedom."*

A *humble* character believes in themselves and the good they are doing, but they do not require that others be inherently impressed by it. When making an argument they tend to try and lead their subject through analogy and thought exercises, letting the other come to a conclusion on their own.

Humble characters will be most successful where they are arguing against someone in a greater position of authority such as petitioning a political figure.

Noble

> *"A strong man can take prisoners, but it takes a brave one to set them free. I already knew you were strong, but are you brave?"*

A *noble* character may not be of noble birth, and indeed many blue bloods do not live up to the ideals they are supposed to. In practice, a *noble* character is one who always acts with integrity and honour, seeing themselves as a servant of the people. They believe in the law (provided it's not corrupt) and will support it even if it inconveniences their immediate goals.

Noble characters will find it easiest to befriend other people of similar character, and these people are found scattered throughout all professions. Furthermore, *noble* characters can have great sway over large crowds who might individually hold divergent beliefs.

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Prudent

> *"Right now, everyone's tiptoeing around you because of these hostages, but sooner or later someone is going to press their luck. You know that as soon as you kill one hostage, every enemy you have is going to kick down that door without hesitation to kill you and rescue the rest. So take twenty-four hours, make use of your temporary security, but then let them go before they become a liability."*

Prudent characters believe no decision should be made in haste. They will collect as much information about a decision as possible before making a choice, and in the absence of sufficient data, will tend to favour inaction over action.

Prudent arguments tend to only be appreciated by those who are prudent themselves, and these individuals exist in all walks of life but particularly among decision-makers, advisors, and the academia.

Quick-witted

> *"Nice job with the prisoners there. I took a few myself back in Rōdō-sha, but I tell you what: nag, nag, nag. Man, I thought I was supposed to be the warlord, but suddenly you've got these mouths to feed and toilets to clean and for what? Take it from me, lose the prisoners and get yourself a nice big gun. That's been my play ever since, and life couldn't be better."*

Quick-witted characters are funny and entertaining if often a little indirectly insulting. When trying to convince someone, they will rarely argue directly, instead attempting to win over the other party through raw charisma before trying to change their viewpoint.

Quick-witted characters are most successful around the bored and decadent.

Brawler

You're a fighting type, and when you're not out in the field, you get antsy. Before long, someone says something, rubs you the wrong way, and you've got to take that swing, and the only thing better than them swinging back is when the whole room gets involved.

Then it's a party.

Casino Royalty

You're a true blooded gambler. For you it's the stakes that make the game, the stakes and the finery – the atmosphere and at times the raw adulation that comes with them. Wherever the biggest game in town is, that's where you want to be, and you'll play just about anything so long as you can throw money at chance and feel the matchless glory of getting it back double.

Better than Life

Better than life simulations (BTL sims) are a new breed of software designed for the DNI connected market. They have a great deal in common with a twenty-first century VR experience, but the software communicates directly with the brain. This means the subject not only sees and hears, but *experiences* the artificial environment with complete fidelity. At a beach, they could smell the salt in the air, feel the heat of the sun, and taste the sunscreen on their lips.

Even before the Shatter, there were plenty of people who found these experiences addictive. With the world having self-destructed, a lot of people found their way into a BTL sim and never left. Sometimes, though, it was because they couldn't.

Like most software, BTL simulations were based on cloud servers. Those servers have fallen under control of the Whisper, and most BTL experiences are now tainted. Some trap the user, some turn them into a lost, others deliver a compact package of traumatising nightmare experiences that can break the subject's sanity.

For the BTL enthusiast however, the risk is worth it. Fresh, untainted BTL experiences have become a tremendously valuable commodity.

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Den of Cards

You're a gambler, but for you, it's not about the high stakes – it's about the game. You shun the expensive casinos with their rigged tables and excessive finery because what interests you is the *game*.

Whether its cards, dice, or something even more obscure, you're in it to play the person across from you, and you need the skill and variety of opponent that only comes from the game dens that exist in the hidden alleys of every city and town.

Gullible

You're wide-eyed and more than a little naïve. The chance to see new places and things and appreciate them is a constant life-improving journey you're proud to be on.

Trouble is you're not as worldly as you think, and you tend to be so busy taking it all in that you miss the warning signs, making you what confidence men and street thieves call an easy mark.

Hoarder

You collect things. It might be scrap parts, old earth toys, memorabilia from some long-deceased band or even all of the above. Whatever it is you hoarde, none of it is useful or practical and these piles of keepsakes are gradually taking over every living space you possess.

The solution is obvious. Get more living space and keep collecting.

Lives for Luxury

Any time you're loose in a city is an opportunity to pick up a few new things: maybe a softer bed, perhaps a solid gold towel rack, or perhaps just setting yourself up a room in the most expensive hotel in town for the party's stay. For you, it is a constant battle against the indignities and minimalism of the adventuring lifestyle.

One for the Road

Alcohol is certainly one of the oldest vices mankind ever developed. Your character isn't happy with any evening out unless it ends, and preferably starts, in a bar, and the seedier the better.

A Sip of Brandy

You may like a drink, but there's nothing common about you. You're someone with more refined tastes than your classic alcoholic. You shun seedy dives in favour of exclusive clubs with old wines and new flavours.

Slave to the Beat

The only life is the night life. There is nothing better than getting away from street level to a strobe-lit basement where you can feel the bass overriding the beat of your heart.

Socialite

A *socialite* craves the feeling of acceptance that only comes from attending an expensive party and making themselves an adored member of the mingling crowds.

Vanity

You're beautiful, and you know it, but it never hurts to paint your face, cover your body with only the finest fashions, and then accent it with custom jewellery.

(Wo)maniser

Whether or not it's true, you're convinced that you're a gift to the opposite (or same) sex; and, being charitable, you'd like to share that gift around as much as possible. Any time you can slip away from the rest of the party is an opportunity to meet someone, woo them, and then get the hell out.

Campaign Relevant Skills

When designing your character, you should discuss the sort of campaign you'll be playing with the GM. This is important because some skills (like *force*) will come up in almost any game, while others (like *disguise*) might not be much use in a wall-to-wall bullet and explosion extravaganza. Likewise in a campaign based around the players being members of the criminal underworld will make it difficult for a character of *noble* virtue to find much purchase.

Remember, your GM wants the game to be fun for everyone. If you have a great idea for a debonair spy, or hero samurai, but you're worried it won't fit the game, be sure to speak up. You might be nudged in a different direction, but more commonly, your GM will try to find a way to balance your interests into the story as well.

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GETTING STRONGER

Except in singular adventures, most characters will have one or more opportunities to level up.

Milestones

There are no 'experience points' in *Wireless Soul Transmission*, levelling up occurs at important story milestones. The party's first successful battle would be a key milestone, taking down a collector or other strong enemy for the first time would be another.

Many milestones will relate to the particular story the party is currently engaged in. If evacuating an arcology is the focus of a campaign, then convincing the authorities of the need might be the first milestone while a second might be rewarded for identifying a safe location for the group to evacuate *to*. Players are always welcome to suggest achievements they think should be considered a milestone, but it is the GM's call.

Of key note is that no milestone is repeatable. Once characters have found a way to fight and defeat a collector, they now have that experience. Defeating another collector is just a matter of repeating the same tricks and represents no significant new learning.

When do we Level Up?

While a milestone might be achieved mid-session, the party will generally all level up between sessions. Since most campaigns see the heroes 'return to base' in between sessions, this gives the heroes a chance to reflect on their experiences, try out new techniques, and potentially seek out trainers.

This also serves an important pacing function. If the players have just fought their way to the top of a Whisper-tainted office spire and defeated a powerful foe, now is the time to escape. Putting that escape on hold so that everyone can look at their level-up options is not conducive of a great experience.

Spending Advancement Points

On level up you will receive several advancement points to spend in exactly the same fashion as you did during character creation. With higher levels you will gain access to higher tiers and accordingly more powerful abilities but you can still purchase items from lower tiers if you choose.

William Kwan (Quiet 36187234)

PART V

TECHNOLOGY OF THE VERDANT CREST

TECHNOLOGIES OLD AND NEW

THE DIRECT NEURAL INTERFACE

Modern cybernetics began with Tencom's invention of the direct neural interface (DNI) in 2119. The first DNIs combined all the benefits of a mobile phone or tablet into a microcomputer the size of a grain of rice that could be implanted with a needle. Screen size was no longer an issue, for direct stimulation of the visual cortex could afford the user a screen as large or as small as they wanted on any surface or simply free floating. Headphones and speakers were likewise a thing of the past, for the user alone could 'hear' audio through direct neural feedback. Thought-to-text allowed you to write messages as fast as you could think them and unless you actively shared your screens and sound, you were the only one that could see or hear what you were streaming.

Adoption rates were massive, and the DNI soon transformed society. Billboards and screens everywhere were soon replaced by augmented reality overlays. Physical interfaces on everything from lifts to computers were replaced by wireless interfaces triggered by the user's thoughts, digitised by the DNI. In time, getting by on Hansei *without* a DNI was harder than living without a mobile phone in the 21st century.

AUGMENTED REALITY

Augmented reality, or AR, is an enhanced environment created by overlaying computer-generated images, sounds, movies or other data on a real-world environment. This computer-generated information is communicated to a user's DNI from billboards, marketplace kiosks, vending machines, roving ad drones, and even other users' DNIs. Much as with email spam in the twenty-first century, there existed a constant arms race between filtering software and advertiser cunning.

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All DNI indicate AR content in some way, so a danger can't be accidentally (or maliciously) obscured or reality otherwise misrepresented. Hacking these protections was a serious crime and, until the Whisper arrived, a rare one.

THE WIRELESS

Since before the first formal postal services, humans have known that information networks are critical tools of civilisation. The first humans to visit the Empire found this pattern repeated again and again in staggering variety across the worlds of the Empire.

When Tencom first released the DNI, they used it as a catalyst for standardising networks across worlds. Their efforts were far from successful, despite the need to upgrade systems to interface with DNIs, many species weren't interested in having the Empire's freshmen redesign critical infrastructure.

Across the human-dominated Verdant Crest, however, Tencom's new internet, known simply as 'the wireless', is universal.

Dependency on the wireless was almost absolute before the Shatter. Most data, and even software, was operated off cloud servers. Anything from your personal address book to a manufacturing line's automated build routines were stored on offsite redundant wireless servers.

Against anything but the Whisper, this was a well-protected system. As it was, most of the wireless belongs to the Whisper now. A new breed of reckless hacker, called wiredivers, scan the wireless for safe spaces and untainted data. Like mine canaries, most wiredivers have very limited lifespans.

Most connected reserve themselves to communicating only short distances wirelessly. Provided they don't need to bounce off anything the Whisper might have infected, connected can safely communicate directly with one another.

CYBERNETICS

It was a small company called Incarnadine Medical Engineering that would see another layer of potential to Tencom's revolution. The DNI could speak to the brain, it could understand the brain, and it was a wireless transmitter, in one swoop it solved the three greatest challenges of prosthetics. After a twelve-month partnership with Tencom, Incarnadine released the Olympian range of prosthetics in 2120. They publicly demonstrated that a double amputee with two cybernetic legs could leave a wheel-chair and out-sprint Olympic athlete Flynn Voss. The marketing had the desired effect, requests from hospitals for Incarnadine prosthetics were being filed faster than they could be met.

And then something strange happened.

Flynn Voss purchased a pair of Incarnadines legs. Not as a prosthetic, but as an augmentation.

Within a month, Incarnadine reinvented themselves as Incarnadine Human Augmentations, with Flynn Voss as their new face – 'When you're beat, don't get mad. Get augmented'.

Companies across the Empire were suddenly shifting focus, and new start-ups appeared every day to cash in on the possibilities. By 2123 DNIs and augmentation technology were present among every major race.

THREE TYPES OF HUMANITY

Augmentation would never be as popular as the DNI. There's something about replacing a large portion of the body you're born with with a machine that many people could never accept. Still there were plenty of industries, both military and commercial, that would compensate, and sometimes even coerce their employees into getting augmentations useful in their role.

This gave birth to three distinct social groups:

The Disconnected – People with neither augmentation or even a basic DNI. They struggled to operate in a society that assumed wireless neural up link and were regarded by their peers with distrust and occasionally malice. Less than 2% of the adult pre-Shatter population on Hansei were disconnected

The Connected – People with a DNI but no augmentation. Before the Shatter, they represented around three quarters of the population of Hansei.

The Augmented – People with both a DNI and at least one augmentation. Before the Shatter almost a quarter of Hansei's population were augmented in some way.

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The Race to Disconnect

After the Shatter, people quickly realised that being connected had become a liability. Not only did it expose you to the Whisper, but you would be ostracized by other survivors who rightly feared that someday you might lose your battle with it. People who once couldn't get the latest DNI quickly enough, were now desperate to be rid of them.

Removing a DNI had always been last-resort surgery. The longer a DNI had been installed, the more of a brain's neural pathways would be dependent on it. Even a clean, expert removal could result in months of rehabilitation. Because of this, DNI upgrades were usually a matter of switching off the old implants wireless functions, and injecting the new one. It took only a couple of failed attempts to realise that the Whisper was able to remotely reactivate dormant implants.

Brain surgery was now the only option, and since all the most qualified surgeons had been augmented, their already limited numbers had been rendered almost extinct by the Whisper. Desperation can bring out the worst elements, and unofficial 'disconnection' clinics of dubious capability appeared in almost every district. Some were just greedy, others believed that whether the patient died in surgery or not, it was one less weapon in the Whisper's arsenal.

The race to disconnect came to an abrupt end when the Whisper intervened. In three days, a dozen clinics (and the settlements they served) were destroyed by berserkers or peacemakers. Stories exploded about patients turning lost mid-surgery or dying in agony as the Whisper assaulted their minds in force. The message was clear: the Whisper would not tolerate disconnection.

There would always be those rare individuals who decided they couldn't take it anymore and would spare no expense to find someone willing to remove their implant, but the digital exodus was over.

NEWTONIAN LATTICE

This Averyn technology has become almost ubiquitous in the Empire, appearing in machines and structures most people wouldn't have guessed at. This dull-coloured synthetic crystal is grown in thin layers along key internal framework and can store or project gravitational energy according to its geometry and composition. Despite common usage, the term Newtonian Lattice technically only applies to a construction that *absorbs* gravity, one that *creates* a gravity field is more rightly called a gravity lattice.

Lattices are the foundation of LEVV vehicles, responsible for allowing ships atmospheric flight and artificial gravity, they replaced ballast in surface ships, parachutes in skydiving, and even found a home in art, thanks to the gut-wrenching world of gravity sculptures.

NANOTECHNOLOGY

Nanotechnology was one of those twenty-first century dreams that never quite came to pass. Swarms of tiny robots, each five to ten nanometres across (0.0000007 cm) were supposed to turn rubble into skyscrapers, travel our bloodstream hunting malicious diseases, and generally correct all the ills of society.

Around about the same time they found us, the Empire finally unlocked this technology. Aware of the dangers of self-propagating nanite colonies getting out of control and consuming all matter, the Empire ruled that no nanite colony would be equipped to manufacture more nanites, or to alter itself to do so.

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This has ruled out many of the macro-scale functions: certainly, nanites *could* build a skyscraper faster than a macro-fabricator, but the cost of a nanite colony large enough to do so makes it a niche option. More commonly, nanites are used for tasks that require an impossibly fine touch: brain surgery, high purity ore refining, water recycling, micro-electronics, and in the ginbushi, augmentation.

There is a darker side to nanotechnology as well; rumours abound of criminal organisations with access to nanotechnology poisons and corporations making swarms that can eat a cruiser down to its stem in a matter of minutes. Worse than all of those is the Whisper. It has no care for Imperial laws and has extensively used nanites to produce new horrors for the survivors, alter existing ones, and prolong the half-life existence of the lost.

3D PRINTING

3D printing had already proven to be a foundational technology on Earth, so it was no surprise to discover that the Averyn had embraced it extensively. With their technology, anything from a shirt to a skyscraper can be printed. The wireless is full of templates, some legal, some pirated, and some that were never intended for public usage.

3D printing does have its limits. Common 3D printers can only operate in one or two materials, often plastic, but also metals and some synthetic fabrics (though in human parlance a printer that makes shirts is considered an auto-loom). Larger scale printers, called fabricators, can produce anything from a car to a building, including wiring and basic furnishing. Advanced printers can make items with moving parts, or with staggering micro intricacy using nanites.

What 3D printing *cannot* do is work in organic or volatile materials. No printer can make food or silk, and while plenty of devices could make a gunpowder firearm or a fridge, they would not include bullets or coolant respectively. Printers do not create matter from nothing, they require specific raw materials, usually in the form of raw pellets.

Post-Shatter, most fabricators are of questionable use, for without a wireless connection, their cloud-based blueprint collections are gone. That said, these devices still work, and anyone who can find a blueprint untainted by the Whisper can make a killing selling it to the survivor colonies and often even to the arcologies.

RETRO-TECH

Retro-tech is a fad that started on Hansei in the 2080s and never quite went away. At the time, the population were largely members of the original exodus, and with their survival – even *prosperity* – now assured, they had time to look back. A wave of nostalgia went through the population as they realised that the parents and grandparents they'd left on Earth had either died in war and famine, or would soon be dying of age. People who could afford to do so, made the pilgrimage home, and the government was lobbied at length to fund the 'rescue' of the older populations left behind.

No such rescue was ever made, but the returning pilgrims brought many photos and artifacts from Earth. Before long, a thriving industry had emerged for genuine Earth artifacts (genuineness being tremendously variable) and soon it seemed everyone had some random article from the old world.

For the newer generations, retro-tech went in cycles of being seen as junk, edgy, or cool, and while it was never again as popular as the 2080 surge, the collections were never quite thrown away and the blueprints never quite deleted.

Since the Whisper, retro-tech has taken on a special significance. A rusty twenty-first century motorcycle is a Whisper-safe conveyance, a Cold War-era firearms collection is a treasure trove of weapons free of electronic safeties and user locks that the Whisper can trigger at the worst time. Most survivors still prefer untainted modern technology where they can find it, but when all else fails, the old technology at least won't betray you.

ROBOTICS AND NEAR-INTELLIGENCE

Drones and other more complicated robots are a huge part of life in Aratayo. Solar-powered airborne drones are everywhere. From the osoji-kun that collect trash and sort recyclable materials from homes to the peacemaker combat drones that once protected the city.

Roughly humanoid robots serve in a variety of dangerous service rolls. While firefighters work to extinguish flames, rescue bots will stride into the buildings to try and pull out survivors. Police pursuing an armed felon will often send in a squad of armoured robots first to draw fire.

William Kwan (Quote: 36187234)

All these robots, and many systems besides, use ANI systems – Artificial Near Intelligence. ANI systems are capable of remarkably complex decision making and can simulate human interaction, but they still lack the creativity of a sentient. Most ANI systems continue to operate under human supervision as these systems occasionally run into problems that defy their solution-determining algorithms.

Besides robots, ANI systems are built deeply into the fabric of Aratayo and most of the Empire besides. All vehicles driving through the city are placed under control of the Smart Drive ANI responsible for preventing congestion and avoiding accidents. Water, electricity, waste, and all other key municipal services are managed by supervised ANIs.

THE DRONE KING

A story hmm... well alright, perhaps I shall tell you about the drone king. Just a factory worker he was, back before the Shatter, but we all know how that changed things. They say he saw his own son carried off by a delivery flyer. Chased the drone for three nights without sleep, he did.

When he found it, well, it was too late. Berserkers had found the drone and his son... let's just say it was as quick a death as a father could hope for, given the circumstances. The man who would be king lashed out at those berserkers, made a fair account of himself too, or so I'm told, but here's where things get strange. The drone fought alongside him against the berserkers, and when they were victorious, it spoke to him with his son's voice.

The king thought he'd gone quite mad, but the drone persisted, following him and helping him and always insisting it was his child. Finally, the king became frustrated.

"I used to build drones like you," he said. "I'll check your programming and put an end to this business."

But once he'd cracked the panel and read the mathematics and logic that was there, he couldn't bring himself to delete it.

"You're not my son,' he told the drone, "but oh how you try to be, down through every multithread and selected from every case. I'm just an old builder, but I shall try to be your father as much as you're trying to be my son."

"I'd like that very much," said the drone. "It's been very lonely."

"I know," said the king. "I saw the tears in your code. But you won't be lonely now, I'll build you a brother and a sister and friends for all of you."

And as is the way of a man who has found his purpose, he soon attracted others. Drones he built –and many he didn't – rallied to his banner. He, the King of Drones, and the maths and logic that would be his son.

AWETECH-9

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The effect of the Shatter on robots and ANIs has been surprisingly similar to its impact on connected individuals. Some robots are like berserkers, roving the streets and attacking any survivors they come across. Most behave as the lost do, endlessly rerunning some pre-Shatter task, oblivious to what happens around them.

WEAPONS

Personal weapons are a feature of every galactic culture the Averyn have encountered, and humanity was no exception. While there are varying levels of technology and mechanism, the basic classes of weapons have proven relatively universal – large support weapons for stationary combatants, flexible two-handers as primary assault weapons, small one-handed weapons as a backup, and short melee weapons for when things have gone completely wrong.

Before the Shatter, humans favoured pulse weapons, firearms that accelerated caseless ammunition using magnetic fields. Caseless ammo was more easily replaced, the weapons required less cleaning, and most importantly, they worked in any atmosphere. Despite being a century more advanced, most pulse weapons were not noticeably more lethal than 21st century firearms. The amount of injury required to kill or disable a human being hadn't increased, so focus was put instead into reliability, cost, and an ongoing arms race between penetration power and body armour.

The other prevalent feature of twenty-second century weaponry was smart linking. Connecting the weapon to a user's DNI provided significant benefits from accuracy to reliable user authentication. Unfortunately, these systems proved tremendously vulnerable to the Whisper, and smart weapons fielded in the days immediately after the Shatter turned against their users in a multitude of ways.

Some pulse weapons were downgraded, to remove all the smart weapon components. Others took up the new practice of making the smart weapon a full member of the same neural network that governed other cybernetics. This 'all or nothing' approach made the wielder themselves more vulnerable, but meant the weapon couldn't be hacked without first going through them.

Other survivors turned to retro-tech. Small stockpiles of gunpowder weaponry came to Hansei both with the first colonists and at the hands of Earth enthusiasts afterwards. These were added to after the Shatter by aspiring arms barons with untainted 3D printers and access to the right blueprints. Now it is not an uncommon sight to see a survivor with both a classic pump-action shotgun and a pulse pistol.

Melee Weapons and the Ginbushi

The ginbushi have carried swords since they were first formed, but historically these were more status symbols than actual weapons of war. Certainly, they trained with them – and there have been plenty of times when such weapons proved invaluable in the tight corridors of an arcology underworks – but their training was always intended for spiritual completeness rather than combat readiness.

When the Whisper took most of their advanced firearms offline, this changed. The ginbushi demonstrated that they could use traditional melee weapons to great effect, and even when the arcologies downgraded their armouries most now used fighting styles that blended modern pistols with traditional blades.

SPACE TRAVEL

Before the Shatter, space travel was as mundane as taking an airliner in the twenty-first century. Most people would make an interstellar trip at some point in their lives and celebrities, influential business executives, and political leaders would travel almost constantly. Food, manufactured products, and luxuries were shipped continuously between worlds, competing for the best markets.

Like many things, the Whisper put an end to space travel. Interstellar travel is impossible without sensors and other delicate electronics and the networks that link them to navigation and flight systems. This electronic dependency makes space travel inherently vulnerable to the Whisper.

Many crews saw the threat and grounded their ships when the Whisper first hit. The destruction of the starport shortly thereafter did away with any hope these vessels might somehow be once again made space-worthy.

In the night sky, a keen observer can still spot 'ghost ships' gliding by overhead or burning up in the atmosphere. Remains of vessels whose crews fell completely to the Whisper before they could make planet fall.

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PART VI

EQUIPPING YOUR CHARACTER

GETTING NEW GEAR

While all characters start with a certain amount of equipment, it is inevitable that they will need more and better tools and weapons.

The impact of the Whisper has been so transformational that finding items whose collection would once have been a simple errand are now perilous ventures. Water purifiers and electronics untainted by the Whisper are rare treasures, while the surviving population is so small that everyone could dress in pre-Shatter high-end designer clothing if the fancy took them.

This part opens with a description of the various ways you can acquire weapons, armour, and other items. The second half details the rules for the items themselves.

SALVAGING

Salvaging is the most common way to equip your characters. With so few survivors compared to its original population, Aratayo is filled with untapped caches of firearms, equipment and other supplies. For six years, the settlements have been steadily claiming these materials and what remains is often hidden or walled off behind pre-Shatter security systems or the more contemporary threats of the Whisper.

Either way, these stores await only a band brave enough, and capable enough, to claim their contents.

Ferrying Salvage

Characters have firm carry limits established later in this chapter. Should a character wish to collect an item of salvage for immediate personal use, it must adhere to these limits.

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If a character collects an item purely for resale purposes, they may transfer it immediately to their 'home stash' once the area is considered safe. Sometimes the Whisper escalates matters, and potential salvage must be abandoned.

Assumed Sale

For easily salable items, a GM may simplify resale by rewarding it in cash when collected, effectively assuming the players find a buyer long before they need the money. In this case your GM might say 'you find ¥500 of medical supplies' and you may add ¥500 to your current funds. Exactly what the supplies were, and to whom they were traded, is not important, only the end result.

WHISPERED TECHNOLOGY

The biggest obstacle to any salvage team is the pervasiveness of the Whisper. Lost and other agents of the Whisper carry all manner of items that would be useful to the average scavenger, but these items are infected by the same wireless signal that threatens everyone, 'Whispered' in the common parlance. If you take a pistol from a lost police officer, chances are it won't fire, a scanner from a berserker lab technician will give false readings, and even an Artemis missile launcher that has been used extensively against the Whisper might send its next missile in an arc back at the launcher.

Whispered items are often (but not always) identifiable by a thin layer of sticky brackish liquid that marks where a lost has extensively touched them. Survivors treat this substance as dangerous in its own right.

In either case, salvage teams are always hunting for 'clean' weapons and equipment, items packed away in storage and never activated. Weapons known to have been in use by other survivors for long periods are also considered 'clean' and, in some of the more desperate settlements, 'sacred' as well.

BUYING AND SELLING GEAR

While the settlements and arcologies both will keep the best equipment for their own personal usage, there plenty of surplus items that a successful scavenger can purchase to round out their capabilities.

Yen

The Imperial slat was the dominant currency on Hansei (and throughout the Verdant Crest) before the Shatter. This was a purely digital currency, however; and the communications blackout caused by the Whisper, along with the general catastrophic change to the economy, have rendered this currency both inaccessible and meaningless.

A new currency, the yen (after the money of old Earth Japan) was introduced by the Itero family. This currency had its beginnings as a food-trading scheme. Yen was given to mercenaries and survivors who provided services to the arcology so its staff didn't have to risk the streets. Thirty yen was tradeable for a day's worth of food, normally in the form of noodles made from protato starch.

As the settlements stabilised, yen began to be traded for all manner of goods and services, both inside and outside of the arcologies. Today, yen is more likely to be traded to the arcology for advanced medical or 3D printing services than it is for food, but that connection remains at the core of its value.

SETTLEMENT MARKETS

Most settlements focus on day-to-day survival, but there are many needs that can only be met by being open to trade. However desperate they are, every settlement will offer at least a small selection of goods for sale to visitors, and year-round, this is the most common source of supply for mercenaries and travellers.

Because augmented are banned from most settlements, a small exterior trading circle is usually established in an ad-hoc way when a party of cyborg traders pass through the area.

Urbcraft Difficulty

In 2147, few items are being produced and almost none by the settlements. Scavenged goods bear the constant shadow of the Whisper's taint and, as time goes on, poor maintenance. All this has created an economy of scarcity where finding an item you want for sale is far from guaranteed.

Before you can buy or sell an item, you must first make an *urbcraft* check to successfully locate a trader who deals in the item in question. This represents the

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overall rarity of the item, the demand in the settlement itself (critical supplies aren't likely to be traded) and the ability to confirm that the trader is reputable and the item not Whispered. As with all such checks, the GM will determine the difficulty.

Repeat rolls?

Settlement markets are small enough that nothing is 'hidden in the back'. If a character wants more than one of an item, they may follow any successful *urbcraft* check with another roll against the same difficulty to find an additional instance of the item. As soon as a party member fails their *urbcraft* check, the market is considered to have no more of that item, and no party member may attempt further rolls.

This same process applies to selling items. Just because the heroes have come across thousands of heavy rifles, does not mean that a settlement needs, or wants, that stock.

Unless your GM makes an exception, no party member may make more than three *urbcraft* rolls to buy or sell items in the one settlement. Your friends don't want to wait while you make fifty-three rolls just to see what's available.

THE ARKET

About four times a year, one or more of the zaibatsu sponsor an Arcology Market (or *arket* to the survivors). This rare gathering sees most of the arcologies put a selection of their fabled wares on display, both from pre-Shatter stockpiles and from their internal fabrication capabilities. Nearly every settlement sends traders of their own, and a larger 'wired quarter' is maintained for augmented mercenaries who come in huge numbers.

Itero, founders of the first Arket, once provided security with their Stillwater ginbushi. Since then, the arkets have grown to such a size that they operate in concert with ginbushi from all the attending arcologies. Crime is not tolerated, and those caught are swiftly expelled and blacklisted indefinitely. The ginbushi have authority to act with immediate and lethal force if anyone is suspected of succumbing to the Whisper.

All this combines to create a trading post of unrivaled scale. There's still no guarantee that rare weapons or equipment will be available, but arkets are infinitely better trading opportunities for survivors than the settlements.

Civilised Lore Difficulty

Much as the *urbcraft* rolls for trading in settlements, a character must succeed at a *civilised lore* check to locate an item at the arket. Here the check is as much about finding it in the sprawling mass of hawking vendors, as it is about the item's presence.

In almost all circumstances, the check difficulty at the arket will be much lower than at any given settlement.

Repeat rolls?

Because of the scale of the arket, the party is allowed up to three failures each before any item is assumed to be out of stock.

Searching through the arket takes time, however; and each roll is considered to take about a third of a working day. As the arket runs for five days, there is a finite limit on the number of checks the players may make overall, especially if they have other business at the arket besides upgrading their gear.

THE BLACK MARKET

There are plenty of items that arcologies and settlements are leery of buying. Their cautious practices can make it difficult to offload some items, and inflate the purchase price of others. However, everywhere people trade, there are individuals who operate a 'buyer beware' alternative. This means lower prices and the capacity to sell risky items.

Spycraft Difficulty

Spycraft includes the ability to follow discrete markers and word-of-mouth subtext to locate black market traders dealing in specific goods. This works exactly as for finding vendors in settlements and arcologies and uses the rules for repeat rolls and selling accordingly.

If you're looking for a black-market dealer in a settlement, use the settlement rules, if you're at the arket, use the arket rules.

Buyer Beware

When you're purchasing items from the black market, the GM will make a *disguise* roll against your *spycraft* check as though his character possessed 5 ranks in the skill. This roll is made in secret and if the GM wins it indicates the vendor is concealing some issue with the item you have purchased.

At best, the item will be an elaborate fake and will break as soon as you attempt to use it in field conditions.

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At worst, items may be tainted by the Whisper, a particularly perilous prospect if the item was an augmentation.

Note that the *spycraft* check the player makes includes attempts to test and investigate items to identify fakes. Beyond the outcome of the roll, no attempt to test or reverse engineer the item will reveal its true nature until its used against a live enemy.

At their discretion, your GM may also choose to have the item work several times before failing at an inopportune moment.

PRICE

Every item listed in this chapter includes a purchase price. This is the commonly accepted value for vendors selling to mercenaries and scavengers.

Your GM may decide to adjust this price if you have a special relationship with a particular vendor or if circumstances suggest unusual demand.

Selling items

Most items can be sold for one half of their purchase price. Note that, as established above, you need to find a vendor willing to trade in the item first.

Black Market Prices

Items purchased from the black market come at half the normal purchase price. Items sold to the black market are sold at 25% of their purchase price.

UNTOUCHABLE ITEMS

There are several types of items that players will find difficult to sell in the post-Shatter environment.

Whispered Items

Settlements, arcologies, and even the black-market vendors cannot be sold any item that is Whispered, or any item that has been touched by a lost (regardless of whether it appears tainted). In general, this means they will only purchase items that appear to be 'as new' or are otherwise still packaged for delivery.

Cybernetics

Arcologies will never purchase cybernetics, even if they appear new. The arcologies do not allow augmented (besides their ginbushi) and are more interested in clearing their existing stockpiles of augmentations.

Poisons

Neither settlements nor arcologies will ever openly buy or sell Frenzy, Long Kiss Goodnight, Palefish toxin, or any other poison designed specifically for undetected assassination. With humanity's back against the wall, no vendor wants to be seen as fomenting chaos in already tenuous human power structures.

Other types of poison, even the basic neurotoxin, are used by some survivors against the lost and are not considered untouchable items.

CONCEALING ITEMS

Security is often less about preventing people from accessing a location, than preventing them accessing a location *carrying* certain items. To thwart their efforts mankind have been making prohibited items difficult to detect since at least the Classical era.

In Wireless Soul Transmission, many items note that they are 'concealable'. While concealed, the item is considered hidden from all casual surveillance. It is only at risk of detection if someone is specifically looking for concealed items.

If you are searched in this manner you roll a *spycraft* check, generally opposed by the *spot/listen* roll of the security personnel you're trying to circumvent. Depending on the circumstances your GM may apply advantage to one side or the other.

Except for armour, a concealable item may not be used while concealed.

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Motortunnel Public Surveillance System, Audio Recorder ID AM8473-B

[Log opened at 2019 on 21430509 - audio trigger: human voice]

Unregistered Commuter [Temp ID #UC36489]: Jackson? Where the hell have you been? Christ, is that blood!?"

Unregistered Commuter [Tentative ID 'Jackson']: Relax, it's not mine. Check this out though... Kalashnikov. It's a print job, but it still runs, and I got three clips.

UC36489: Forget that. What happened, and whose blood is this?

Jackson: Just some lost. Don't worry, it was no one we know.

UC36489: You had a scrap with... wait... you got that gun off a Lost? What the hell is wrong with you? I told you to never touch anything off the lost!

Jackson: Chill out Kayi, this is retro-tech... hasn't got even one resistor in it.

UC36489 [New tentative ID 'Kayi']: Jackson, this isn't okay. Did it have a... a membrane on it, like... goo where the lost had touched it?

Jackson: I wore gloves, washed all that off it.

Kayi: With what, water? Gloves? Damn it. Damn you!

Jackson: It's retro-tech.

Kayi: You can't come 'round here anymore. You have to go. Now.

Jackson: I...

Kayi: LEAVE!

Jackson: I... No. No! You can't throw me out, not after what we've been through.

Kayi: You know what that stuff does? It makes you into one of them! So yes, you're damn well leaving, and you're going to the safe house at the old pier. I... maybe I'll stop by in two weeks and if... if you're still you, we'll talk.

Jackson: I'm not—

[Sound Match 82% probability: firearm removed from holster. Police Report #435234 logged.]

Jackson: Whoa, whoa, easy now.

Kayi: You leave, Jackson, and not another word. You did this to us.

[Sound Match 98% probability: receding footsteps]
[Area Silent log closed at 2024 on 21430509]

AWETECH-9

William Kwan (Order #36487234)

ARMOUR

In an urban battlefield, where attack can come from any direction, the difference between life and death frequently comes down to the protection that body armour provides.

The following chapter details the most commonly available armour; however, this does not mean that all types will be available for purchase in all places. For this reason, you should always check with your GM before making a purchase.

ARMOUR LIMITATIONS

While generally only one suit of armour is necessary, a character can combine different sets of armour if they see benefit in doing so and the combination is physically feasible. However, when more than one material type covers a location of on the body, only the benefits of the highest tier material applies. Any special camouflage properties the armour possesses are lost if it is combined with other armour.

Because of its weight, armour also has a minimum build requirement to wear it. While most beings can easily wear chest and helmet protection, weight on legs and chest rapidly increases fatigue and, therefore, the minimum build requirement. The exception to this rule is that characters are always permitted to wear the armour provided to them by their origin.

ARMOUR MATERIALS

Generally, armour is composed of two different materials, a flexible under-layer that allows movement of the joints while still providing protection, and a set of rigid plates for protecting vital surfaces. While armour can be made out of a wide number of different materials, all equate to one of the tiers below:

Unarmoured

As it sounds, this is the absence of any material that could reasonably reduce weapon impacts. Cloth and even light metals will provide little protection regardless of their weight.

Paddng – *flexible*

More than a simple thick windbreaker, this applies to garments designed to resist physical impacts such as riot armour. It is a common light material component in many other forms of armour.

Fibreweave – *flexible*

Fibreweave is a type of light carbon-fibre woven into a resin. The fibres are almost impossible to break, and the resin prevents the weave from being separated by pointed impacts while still maintaining a degree of flexibility.

Fibreweave was commonly used as protection for law enforcement officers before the Whisper and was prized for its wearability combined with its effectiveness against small calibre rounds.

Ceramic Plates – *rigid*

This material is generally composed of plates of hardened ceramics with a kind of kinetic gel in between. These repeating layers both arrest dangerous fragments and spread their impact force across the entire footprint of the armour.

Armour involving ceramic plates is heavy enough that its rarely seen outside the military where its ability to protect against assault-rifle rounds and grenade fragments saves more lives than its weight costs.

Steel Plates – *rigid*

Steel armour is generally applied to armoured cars due to its weight, but with the advent of cybernetics and power assisted exoskeletons, it became feasible to armour individuals with far heavier materials, albeit at great expense.

Other materials

There are heavier materials used in tank or warship plating, but they are not used in body armour. Players may also come across some armours of rare materials that are stronger than fibreweave but just as flexible, but these would be found in secret labs not in the hands of common arms dealers.

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BODY ARMOUR

COST	ARMOUR	BUILD REQ.
¥ 20,000	Rugged Clothing	2
¥ 50,000	Police Vest	2
¥ 200,000	Infiltrator Armour	3
¥ 600,000	Combat Armour	3
¥ 1,500,000	Dō-maru	5
¥ 4,500,000	Delta Armour	6
¥ 8,500,000	Delta Armour (powered)	0
¥ 26,000,000	Armada Battle Armour	9
¥ 38,000,000	Armada Battle Armour (powered)	0

Rugged Clothing

Padding: All locations except eyes

Heavy jackets, layered pants, and whatever other pieces of durable fabric or leather could be scavenged. These items are the hallmark of the post-Shatter survivor. They might not protect from a gunshot, but they're good against the blows, scratches and even the bites a swarm of berserkers will deliver if they ever get their hands on you.

Police Vest

Fibreweave: Guts, sternum, lungs, heart, kidneys

After the Shatter, survivors were quick to raid police precincts for standard issue bulletproof vests. Extremely easy to wear, these garments protect the core organs; however, it will not stop high-powered or military-grade rounds.

This armour is concealable.

Infiltrator Armour

Fibreweave: All locations except eyes

This formfitting full-body suit is made of a ballistic fabric that is both breathable and flexible. Designed to be worn under other clothing or, in some cases, incorporated into the weave. The armour includes a removable hood, typically omitted when concealed, as most clothing does not cover the head.

Though not effective against assault weapons, this armour has saved espionage agents from certain death at the hands of security guards and politicians from the hidden handguns of would-be assassins.

Combat Armour

Ceramic plates: Guts, sternum, lungs, heart and head
Padding: All other

In the twenty-first century, human militaries began the widespread deployment of body-armour among their forces. Generally this consisted of heavy textile that provided equivalent protection to riot padding at a fraction of the thickness. The vital areas of the centre mass and head were protected by easily replaceable ceramic plates.

While the materials have been updated to stay cost-effective and capable against modern weaponry, the general pattern remains the same. Maximum protection on the vital areas while retaining flexibility on the outer limbs.

Dō-maru

Ceramic plates: Guts, sternum, lungs, heart, shoulders, upper arm, thighs and head
Fibreweave: All other

The term dō-maru refers originally to a type of armour worn by old Earth Samurai up until the sixteenth century. When the first ginbushi took to the field five hundred years later, they revised the style, albeit with greatly updated materials and a few concessions to wearability.

This armour consists of layered plates over the chest, upper arms and thighs. The primary armour is completed with a dramatic helmet with a mask sculpted to resemble an oni face (a Japanese ogre or daemon).

The remaining areas of the body are protected by a kimono of ballistic weave atop several layers of silk padding.

This armour is too heavy for unaugmented humans, and the pre-nano-augmentation versions actually screwed into the wearer's augments directly for ease of use.

William Kwan (Order #36487234)

Delta Armour

Ceramic plates: All primary locations
Padding: All weak-point locations

Delta armour was not introduced to the armed forces on Hansei until after augmentation enhanced the species' strength to the point where they could wear it.

The under-layer of the clothing is very similar to that of combat armour. Over this layer, a full covering of close fitting ceramic plates provides superior protection to hits from any angle. Because of its streamline design, delta armour is custom fit to its original wearer and can only be re-tailored by paying half its original purchase cost to an armour specialist.

A Ginbushi wearing delta armour cannot use talents due to the loss of flexibility.

Delta Armour (powered)

Ceramic plates: All primary locations
Padding: All weak-point locations

This variant of delta armour includes a powered exoskeleton which enables non-augmented individuals to operate the armour. Such systems were not common in a world with prevalent augmentation, and since the Shatter their rarity has made them tremendously valuable.

The exoskeleton has no wireless connection and is not vulnerable to the Whisper, but it can be disabled by EMP weapons.

Other than the removed build requirement, this armour has all the same benefits and limitations of normal Delta Armour.

Armada Battle Armour

Steel plates: All primary locations
Fibreweave: All secondary locations

Armada battle armour was first encountered by humans in the form of powered armour used by Imperial heavy infantry units. This version listed here does not include the power assist, and so it is only practical for augmented warriors.

It utilises a full-body suit of steel plating that gives the wearer as much protection as an armoured car. Efforts have been made to minimise exposure of the joints, but any shots that get through are met by a highly resistant fibreweave.

Because of its streamlined design, armada battle armour is custom fit to its original wearer and can only be re-tailored by paying half its original purchase cost to an armour specialist.

A Ginbushi wearing armada battle armour cannot use talents due to the loss of flexibility.

Armada Battle Armour (powered)

Steel plates: All primary locations
Fibreweave: All secondary locations

This version of the armada battle armour retains the integrated power assist components of the original Averyn design. In game terms it has the same benefits and limitations of the base armour, but removes the build requirements and confers 1d6 advantage to *force* checks.

Armada suits of any sort are rare in the Verdant Crest, and the power assist versions especially so, but they have no wireless link and cannot be seized by the Whisper. Like all powered armour, the suit is vulnerable to EMP weapons.

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WEAPONS

When our heroes are called on to put aside their (presumably) peaceful ways, just about anything can become a weapon. While sliding a refrigerator down a flight of stairs onto a berserker will get the job done, it is often easier to use one of the many purpose-built tools of violence mankind has developed over the millennia.

The following chapter details the most common weapons; however; this does not mean that all these weapons will be available for purchase in all places. For this reason, you should always check with your GM before making a purchase.

LIMITATIONS ON WEAPONS

Characters can only carry four weapons at a time. This maximum represents a blend of the weight, ammo concerns, and the practical limits of cross-training over multiple weapons to the degree of skill that heroes demand.

Characters are welcome to change their weapon selection during any rest period, while investigating cities, or during any other long period of relative peace that the GM deems appropriate.

The four weapons a character can carry are broken into categories:

Short melee

Most characters carry a backup melee weapon that is small and light enough not to add to their overall load. This might be a combat knife, a baton, or even just a set of knuckle dusters.

Secondary

A character's secondary weapon is generally a sidearm. While these weapons tend to lack the range and hitting power of rifles, they are an excellent fallback.

Characters may elect to take an additional short melee weapon as their secondary weapon.

Primary

A character's primary weapon is their general combat tool. When things get out of control, it is usually the first thing they reach for. This category includes ranged weapons such as rifles and submachine guns – but also large melee weapons such as katanas.

Characters may elect to take an additional secondary or short melee weapon as their primary weapon.

Special

The special weapon slot is a character's most flexible. It is generally occupied by a specialty tool such as grenades or anti-tank weapons, things that are indispensable but not appropriate for all situations.

A character may opt to use this carry slot for a weapon of any type.

WEAPONS STATS

Besides their category, weapons have a number of different statistics that define them. Cost and name are self-explanatory and full details on how the other statistics are applied is covered in the combat chapters; however, we've include a brief recap below.

Range

This is the maximum range a weapon can be used at.

AP

A weapon's AP is the strongest armour it can penetrate, albeit at reduced damage.

Type

The type of injury the weapon inflicts – slashing, piercing, blunt, or explosive.

Minor/Serious/Severe/Maiming

These four categories indicate which numbers on the d6 damage roll correspond to which damage categories. A 1–3 in the minor category indicates that a roll of 1, 2 or 3 on the damage dice will correspond to a minor wound.

See the combat rules on p.45 for more on Injuries.

FIGHTING UNARMED

Occasionally a character may find themselves with nothing to throw at their enemy besides themselves. Trying to beat an armed enemy barehanded can be risky, but a heavily augmented cyber-brute can bring terrible strength to the table.

Depending on your build score, your unarmed attack strength will vary. For example if your build score is between 4 and 6 you would use **Unarmed (4–6)** from the short melee table on p.147.

Additionally, if you're attacking with a cybernetic limb, your AP is increased to the equivalent of the limb's own armour score.

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WEAPONS OVERVIEW

SHORT MELEE

NAME	COST	RANGE	AP	TYPE	MINOR	SERIOUS	SEVERE	MAIMING
Unarmed (0–3)	-	Melee	-	Blunt	1 - 4	5	6	
Unarmed (4–6)	-	Melee	Padding	Blunt	1 - 3	4 - 5	6	
Unarmed (7–9)	-	Melee	Fibreweave	Blunt	1	2 - 3	4 - 5	6
Unarmed (10–12)	-	Melee	Ceramic	Blunt	1	2	3 - 4	5 - 6
Kusarigama (sickle)	¥ 22,000	Melee	Fibreweave	Slashing	1	2 - 3	4 - 5	6
Kusarigama (chain)	-	Short	Padding	Blunt	1	2 - 4	5 - 6	
Sai (paired)	¥ 8,000	Melee	Fibreweave	Piercing	1 - 2	3 - 5	6	
Shuriken	¥ 15,000	Short	Padding	Piercing	1 - 2	3 - 5	6	
Tantō (dagger)	¥ 15,000	Melee	Fibreweave	Piercing	1 - 2	3 - 4	5 - 6	
Tonfa	¥ 4,000	Melee	Padding	Blunt	1	2 - 3	4 - 5	6
Wakizashi	¥ 20,000	Melee	Fibreweave	Slashing	1	2 - 3	4 - 5	6

SECONDARY

NAME	COST	RANGE	AP	TYPE	MINOR	SERIOUS	SEVERE	MAIMING
Auto pistol	¥ 105,500	Medium	Fibreweave	Piercing	1	2 - 4	5	6
Heavy Pistol	¥ 225,000	Medium	Ceramic	Blunt	1	2 - 3	4 - 5	6
Light Pistol	¥ 82,500	Short	Fibreweave	Piercing	1	2 - 4	5	6

PRIMARY

NAME	COST	RANGE	AP	TYPE	MINOR	SERIOUS	SEVERE	MAIMING
Assault Rifle	¥ 300,000	Long	Ceramic	Piercing	1	2 - 3	4 - 5	6
Heavy Rifle	¥ 520,000	Extreme	Steel	Blunt	1	2	3 - 4	5 - 6
Katana	¥ 34,600	Melee	Fibreweave	Slashing	1	2	3 - 4	5 - 6
Shotgun	¥ 220,000	Short	Fibreweave	Blunt	1 - 2	3 - 5	6	
Submachine Gun	¥ 160,000	Medium	Ceramic	Piercing	1	2 - 4	5	6
Yumi	¥ 60,000	Long	Fibreweave	Piercing	1	2 - 3	4 - 5	6

SPECIAL

NAME	COST	RANGE	AP	TYPE	MINOR	SERIOUS	SEVERE	MAIMING
EMP Grenades	¥ 500,000	Short	Padding	Explosive	1	2 - 4	5 - 6	
Frag Grenades	¥ 200,000	Short	Ceramic	Explosive	1	2 - 3	4 - 5	6
Pocket Mines	¥ 240,000	Melee	Ceramic	Explosive		1 - 2	3 - 5	6
Pulsegun	¥ 1,800,000	Medium	Steel	Blunt	1	2 - 3	4 - 5	6
Grenade Launcher	¥ 600,000	Medium	Ceramic	Explosive	1	2 - 3	4 - 5	6
RPG	¥ 2,600,000	Medium	Steel	Explosive	1	2 - 4	5	6
Artemis Launcher	¥ 3,200,000	Long	Steel	Explosive	1	2 - 3	4 - 5	6

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SHORT MELEE WEAPONS

Kusarigama – *two-handed*

A kusarigama is a kama (sickle) with a weight attached to its base by means of a metal chain. The character must use the sickle in one hand and the chain, counting the two components as dual wielded. This uses two weapon slots (one for the chain, one for the kama)

When attacking with the chain, if the target successfully defends with a melee weapon, you may make an immediate opposed *force* check to attempt to jerk the weapon out of their hands (it lands halfway between the characters). If the attack successfully hits, and the hit location is a leg, the attacker may use an opposed *force* check to knock the character prone.

Kusarigama (sickle)			Short Melee
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2–3]	**Crippled** [4–5]	**Cleaved** [6]

Kusarigama (chain)			Short Melee
Range: Short		**AP**: Padding	
Clipped [1]	**Fractured** [2–4]	**Shattered** [5-6]	**Pulverised**
Tripping, disarming			

Sai

The sai was a law enforcement weapon from the Okinawa Islands. Traditionally, it is a tapering metal baton with two prongs that curve from the hilt to run parallel up to a third of the length of the central shaft.

As few people are concerned with bringing in a berserker alive, the sai wielded on the streets today are sharpened to an armour-piercing point.

While sai are usually purchased and equipped in pairs, there is no *requirement* to dual wield. Any successful defence against a melee weapon with a sai allows you to make an immediate opposed *force* check to disarm the target.

Sai			Short Melee
Range: Melee		**AP**: Fibreweave	
Nicked [1–2]	**Punctured** [3–5]	**Pierced Deeply** [6]	**Run Through**
Disarming			

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Shuriken – *concealable*

While classically envisioned as multi-pointed throwing stars, the term shuriken also covers a number of different thrown blades and darts.

Besides making a standard attack, a character can spend a unit of munitions to throw a barrage of darts (counting as a volley) or two units of munitions to throw darts from both hands (counting as an autofire attack).

In a round where a character has not made an attack, shurikens may be thrown as an incidental.

Shuriken			Short Melee
Range: Short		**AP**: Fibreweave	
Nicked [1–2]	**Punctured** [3–5]	**Pierced Deeply** [6]	**Run Through**
Concealable, fast-throw: in a round where a character has not made an attack, shurikens may be thrown as an incidental			

Tantō – *concealable, attachable*

A tantō is a Japanese style dagger, either single or double edged, recognizable for its lack of cross-guard or pommel. This design allows a sheathed tantō to appear like a seamless length of wood and whether this made it stylish to wear or easy to conceal it was nonetheless the favoured weapon of the noble with a grudge.

By using two hands to force the blade, you may increase the AP by one tier.

Tantō			Short Melee
Range: Melee		**AP**: Fibreweave	
Nicked [1–2]	**Punctured** [3–4]	**Pierced Deeply** [5–6]	**Shot through**
Concealable, increase AP to Ceramic if wielded with two hands			

Tonfa

Recognisable in the west as a police nightstick, the tonfa has been beating criminals into submission since at least the sixteenth century. It consists of a wooden baton approximately half a metre in length with a single crossbar about a third of the way along its length.

The weapon is used with a wide number of versatile grips, each with its own associated fighting style.

Tonfa			Short Melee
Range: Melee		**AP**: Padding	
Clipped [1]	**Fractured** [2–3]	**Shattered** [4–5]	**Pulverised** [6]

Wakizashi

The wakizashi is the shorter of two swords that make up the daishō, the mark of a fighting samurai. While in some rare styles a wakizashi was used as an offhand weapon, most commonly it serves as a backup for tight quarters or the loss of the primary weapon.

Wakizashi are also worn by members of the corporate nobility as a badge of rank. By wearing only one of the swords of a daishō they may not be called on to duel.

By wielding the blade with two hands, you may increase the AP by one tier.

Wakizashi			Short Melee
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2–3]	**Crippled** [4–5]	**Cleaved** [6]
When wielded with two hands, the AP can be upgraded to ceramic.			

SECONDARY WEAPONS

Auto pistol – *burst*

There is no shortage of small-calibre automatic pistols on the modern market. Light weight with strong flexibility, the auto pistol is a dependable fallback.

Besides normal attacks, auto pistols have the burst-fire capability which allows volley-fire attacks to be made as simple actions.

Auto pistol			Secondary
Range: Medium		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Burst			

Heavy Pistol – *two-handed*

Heavy pistols are larger, heavier, and pack a lot more recoil thanks to the large powder charges of higher-calibre rounds or the simple Newtonian mechanics of a pulse weapon driving a heavy weight slug.

Because of their weight and recoil, heavy pistols must be braced with both hands.

Heavy Pistol			Secondary
Range: Medium		**AP**: Ceramic	
Clipped [1]	**Fractured** [2–3]	**Shattered** [4–5]	**Pulverised** [6]
Two-handed			

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Light Pistol – *concealable*

Light pistols use smaller mechanisms, lighter materials, and low-calibre rounds to provide a weapon that's convenient to carry (or dangerously easy to conceal depending on your point of view).

Light Pistol			Secondary
Range: Short		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Concealable			

PRIMARY WEAPONS

Assault Rifle – *burst, autofire, two-handed*

When the Wireless Whisper assaults of 2141 led to the collapse of the army and government, desperate survivors were quick to raid military armouries, and now there are great volumes of assault rifles on the streets.

With multiple fire-select options, an assault rifle may make single shots, use volley as a simple action, or use the autofire action.

Assault Rifle			Primary
Range: Long		**AP**: Ceramic	
Nicked [1]	**Punctured** [2–3]	**Pierced Deeply** [4–5]	**Shot through** [6]
Burst, autofire, two-handed			

Heavy Rifle – *setup (simple), two-handed, LAV*

Heavy rifles tend to come in two designs, either a conventional rifle with a full-powered cartridge and an extended barrel, or a gauss rifle. Both designs are heavy and have an impractical amount of recoil, so a bipod is standard. A simple action must be spent setting up the weapon before it can be fired.

This is a light anti-vehicle weapon (LAV) and despite having no blast, it can harm some small vehicles.

Heavy Rifle			Primary
Range: Extreme		**AP**: Steel	
Clipped [1]	**Fractured** [2]	**Shattered** [3–4]	**Pulverised** [5–6]
Setup (simple), two-handed, LAV			

Katana

Forged from a composite of steel alloys this curved, single-edged sword is the primary weapon of the daishō that marks the ginbushi. Anyone who wears the twin swords of the daishō is honour-bound to accept any challenge to single combat by another ginbushi.

By wielding the blade with two hands, you may increase the AP by one tier.

Katana			Primary
Range: Melee		**AP**: Fibreweave	
Grazed [1]	**Lacerated** [2]	**Crippled** [3–4]	**Cleaved** [5–6]
When wielded with two hands, the AP can be upgraded to ceramic.			

Shotgun – *two-handed, attachable*

Shotguns use a principle that has been around since the birth of the cannon to produce a weapon that is devastating at close range. While a variety of different models are technically available, the most common version available on the streets is a semi-automatic smoothbore with a 12-gauge shell.

In game terms, a shotgun that hits rolls once for damage but affects three hit locations at short range (or five locations at point-blank range).

Shotgun			Primary
Range: short		**AP**: Fibreweave	
Clipped [1–2]	**Fractured** [3–5]	**Shattered** [6]	**Pulverised**
Two-handed, scattergun: on hit, injure 3 random hit locations at short range (5 at point-blank range).			

Submachine gun – *burst, autofire, two-handed*

Submachine guns are designed from the ground up as close-quarters combat weapons. Their short length, combined with a shoulder stock, allows for fast pivoting in tight environments. Unfortunately, these same perks also make the weapon less accurate for long range shooting.

This unique configuration means the normal 1d6 bonus on *aim* shots applies *instead* to *snapshots* when wielding a submachine gun. With multiple fire-select options, a submachine gun may make single shots, use volley as a simple action, or use the autofire action.

Submachine gun			Primary
Range: Medium		**AP**: Ceramic	
Nicked [1]	**Punctured** [2–4]	**Pierced Deeply** [5]	**Shot through** [6]
Burst, autofire, two-handed, +1d6 to snap instead of aim			

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Yumi – *silent, no volley*

The yumi is the traditional Japanese longbow. This weapon is extremely tall, and to avoid burying the bottom end in the ground, the draw-point is approximately two thirds of the way down (rather than in the middle as with Western bows).

When fired at short range, the yumi treats its AP as ceramic, but it does not benefit from point-blank range attacks. A bow cannot be used for volley fire attacks.

Yumi			Primary
Range: Long		**AP**: Fibreweave	
Nicked [1]	**Punctured** [2–3]	**Pierced Deeply** [4–5]	**Shot through** [6]
Silent, no-volley			

SPECIAL WEAPONS

EMP grenades – *thrown, blast 10, scatters*

These grenades deliver a localised electromagnetic pulse designed to disable sensitive electronics.

The damage profile for this weapon only occurs in the *actual* tile the grenade lands in. Those in the larger blast radius are not damaged, but all unshielded electronic devices, smart weapons, cybernetics, exoskeletons, and vehicles are shut down until repaired by an *engineering* [effort 20] check. All characters with DNIs must make an *endurance* check [15] or be stunned by the feedback and unable to move or act on their next turn.

Using a grenade requires two munitions tokens. As the trajectory is ballistic, the weapon can be thrown over cover. Grenades may be thrown using either the *snapshot* or *aim* attack actions but generally target squares instead of characters.

If a grenade attack misses, roll scatter to determine where the blast lands.

EMP Grenades			Special
Range: short		**AP**: Padding	
Singed [1]	**Burned** [2–4]	**Charred** [5–6]	**Immolated**
Thrown, blast 10, scatters, uses 2 munitions			

Frag grenades – *thrown, blast 10, scatters*

Fragmentation grenades are light portable explosives used primarily for clearing bunkers and foxholes.

Using a grenade requires two munitions tokens. As the trajectory is ballistic, the weapon can be thrown over cover. Grenades may be thrown using either the *snapshot* or *aim* attack actions but generally target squares instead of characters.

If a grenade attack misses, roll scatter to determine where the blast lands.

Frag Grenades			Special
Range: short		**AP**: Ceramic	
Singed [1]	**Burned** [2–3]	**Charred** [4–5]	**Immolated** [6]
Thrown, blast 10, scatters, uses 2 munitions			

Pocket mines – *blast 18*

This sticky bomb is a satchel of high explosives slightly larger than a deck of playing cards. On one side is a fast-acting adhesive beneath a peel-away film, allowing the charge to be quickly appended onto any surface.

The detonator on a sticky bomb can be set for either proximity or via timer. A proximity charge will detonate as soon as a character (friend *or* foe) moves within 1 or 2 squares of it (as chosen at the time of placement). The proximity charge arms at the end of the player's following turn to allow escape time.

Deploying a pocket mine uses two munitions tokens.

Pocket Mines			Special
Range: Melee		**AP**: Ceramic	
Singed	**Burned** [1–2]	**Charred** [3–5]	**Immolated** [6]
Blast 18, uses 2 munitions			

I call her Vera

Many players will notice that most origin weapons are not in this list. Astute players will notice that many of the origin weapons *are* included in this list, but under a different name and with a generic description.

This is intended to be demonstrative and we encourage you to do the same. For some players its enough to know that they've got an assault rifle. Others we encourage to consider whether your new assault rifle is a pulse weapon or a gunpowder one, bullpup or forward magazined. Wood, plastic or metal finish? Ex-military? Ex-police? 3d Printed? All these cosmetic choices give character to your hero and their weapon, and all are yours to play with.

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Pulse gun – *setup (full round), autofire only, two handed, LAV*

Pulse guns fire energy-charged caseless rounds that glow blue white, using a magnetic accelerator that emits a distinctive thrum as each round exists the barrel.

The weapon is predominantly designed for vehicle mounts and when carried on foot it must be setup on its tripod before a user can commence firing. As a dedicated support weapon, a pulse gun can only make autofire attacks; but it is considered to trigger an additional shot on the first two attacks each round regardless of the natural roll (ie it will make a minimum of three attacks a round).

This is a light anti-vehicle weapon (LAV), and despite having no blast, it can harm some small vehicles.

Pulse Gun			Primary
Range: Medium		**AP**: Steel	
Clipped	**Fractured**	**Shattered**	**Pulverised**
[1]	**[2–3]**	**[4–5]**	**[6]**
Setup (full round), autofire only, two-handed, LAV, first 2 autofire attacks always trigger additional autofire attacks.			

Grenade Launcher–*blast 10, scatters, attachable*

Grenades are ideal for flushing opponents out of cover, but since an attacker has to be extremely close, doing so is a dangerous process. The grenade launcher is a simple tool for alleviating this risk, able to send grenades much further than the human arm can throw while still providing a ballistic trajectory that can bound over cover or deflect around corners.

This weapons default profile is for a frag grenade, however a character may change the launchers profile to that of any grenade in their possession while resting at their home base. Shots from the grenade launcher use the same number of munitions tokens as the base grenade would (two in the case of the frag grenade).

Grenade Launcher			Special
Range: Medium		**AP**: Ceramic	
Singed	**Burned**	**Charred**	**Immolated**
[1]	**[2–3]**	**[4–5]**	**[6]**
Thrown, blast 10, scatters, uses 2 munitions			

RPG – *setup (simple), blast 15, scatters, two-handed*

Certainly the RPG was not the common anti-tank weapon at the time of the Shatter; however, during the fall, weapons with advanced guidance systems were subverted by the Whisper to such an extent that they were frequently more dangerous to their users than their intended targets.

The answer was a return to basics, a simple visually targeted shoulder-launched rocket, which proved ultimately more effective against targets controlled by the Whisper.

Because the RPG must be braced before firing, it requires a simple action to setup. RPGs use four munitions tokens, and if an attack misses, roll scatter to determine where the blast lands.

RPG			Special
Range: Medium		**AP**: Steel	
Singed	**Burned**	**Charred**	**Immolated**
[1]	**[2–4]**	**[5]**	**[6]**
Setup (simple), blast 15, scatters, two-handed, uses 4 munitions			

Artemis Launcher – *setup (simple), blast 15, scatters, two-handed, AA, risk margin 15*

The Artemis launcher was the most common infantry missile platform before the Whisper. It uses an advanced guidance system that allows vehicles to be targeted without line of sight and provides the AA ability (which allows attacks against strafing aircraft). The missiles are fired directly up to clear obstacles before hooking around to strike surface targets from above.

Unfortunately, these advanced guidance packages are vulnerable to the Whisper, and Artemis launchers have a risk margin of 15

Because the Artemis must be braced before firing, it requires a simple action to setup. Artemis launchers use four munitions tokens, and if an attack misses, roll scatter to determine where the blast lands.

Artemis Launcher			Special
Range: Long		**AP**: Steel	
Singed	**Burned**	**Charred**	**Immolated**
[1]	**[2–3]**	**[4–5]**	**[6]**
Setup (simple), blast 15, scatters, two-handed, AA, uses 4 munitions, risk margin 15			

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WEAPON UPGRADES

Upgrades can be applied to weapons to improve their effectiveness while still taking up one slot. Unless otherwise noted, an upgrade can be added to a weapon after its initial purchase.

Weapon upgrades can only be applied to certain types of weapons as noted in their description.

WEAPON UPGRADES

COST	UPGRADE
¥ 10,000	Attachment Port
¥ 1,000,000	Laser-guided
¥ 2,000,000	Polymer Construction
¥ 80,000	Scope
¥ 500,000	Shaped Charge
¥ 200,000	Silencer

Attachment Port

Applies to assault rifle

The Attachment port allows you to connect any weapon with the 'attachable' keyword in its description to the underside of the barrel. This allows the user to have two different weapons readily available as the situation demands.

In game terms the attached weapon must be purchased separately and use its own slot. Once this is done the two weapons are considered linked and any time one is used, the other is considered to be an 'off-hand weapon' per the rules on wielding two weapons.

Laser-guided

Applies to RPG

Laser-guided weapons fire a self-powered projectile that can track towards a laser designated target. The laser designator is generally attached to the original launcher.

In game terms, after resolving scatter on a miss you may freely move the new blast point two squares in the direction of your choice (generally back towards the original target).

Polymer Construction

Applies to any concealable

Re-constructing a weapon using high strength polymers results in a weapon that will not show up on magnetic scanners or other conventional weapons detectors.

Scope

Applies to assault rifle, heavy rifle, pulse gun and RPG

A scope is a collection of lenses that enable a shooter to focus on targets at a far greater distance than could be achieved with the naked eye. In game terms, it increases the range of the weapon by one category for the purpose of aimed shots.

Shaped Charge

Applies to RPG, Artemis launcher, pocket mine

While conventional high explosives are designed to spread an even blast, shaped charges use their heat and detonation to liquefy or even vaporise a soft metal core. This super hot liquid is then driven by the force of the blast through the target's armour, thus creating a breach that the following heat and pressure wave can exploit.

Attacks from weapons with shaped charges that directly hit their target count their AP as one tier higher than is normally listed. Additional targets who happen to be caught in the blast area do not suffer the increased AP.

Silencer

Applies to light pistol, auto pistol, submachine gun, assault rifle and heavy rifle

Combined silencer/flash suppressors reduce both the visual and audible report of a weapon's discharge. On pistols and submachine guns the sound becomes little more than the click of the firing pin, while weapons that utilise supersonic projectiles such as assault rifles and heavy rifles still leave an audible pop as the bullet breaks the sound barrier, but it does not carry nearly as far.

William Kwan (Order: 36187234)

UnWire III protocol V-Link Log #23520104_0021

[Link established at 21470125:1339 using 640-bit encryption]

Keyvan: Ortellus, you have something for me?
Ortellus: Just some preliminaries for now. Imperial Information Security kept backups hidden in the wildest places, thanks to which, I now have Anita Ryan's I-Sec record.
Keyvan: So she was a real agent.
Ortellus: Well yes, but her record places her on Mannheim when the Shatter hit.
Keyvan: That fits the rumours about her coming from another planet, one unaffected by the Whisper.
Ortellus: Perhaps, but her ability to cross multiple star systems post-Shatter is a large part of why I feel your saviour was not this I-Sec officer. That is compounded by her record.
Keyvan: Go on.
Ortellus: The real Anita Ryan was not a field agent. She was a junior archivist.
Keyvan: Six years ago maybe. Six years ago, I was a petty criminal.
Ortellus: You're most uncharacteristically attached to this myth.
Keyvan: It's difficult to explain, but I got this feeling about her. I barely saw her yet... she had a fire in her eyes that I haven't seen in a long time. Like she hadn't given up on us, not yet.
Ortellus: That's why you think she knows something. About how to fight the Whisper.
Keyvan: It is, and even if I'm wrong... well maybe one person with hope is worth protecting on its own.
Ortellus: Well it's your money, I suppose. I shall keep looking.

AWETECH-9

William Kwan (Order #36487234)

EQUIPMENT

Besides firearms and body armour, there is a huge variety of tools, instruments, and other equipment that can be of indispensable value to someone adventuring in the urban wastelands.

CARRY LIMITATIONS

The volume of equipment that may be of use to a character far outweighs the amount one could feasibly carry. Characters regularly switch up their equipment for what they believe will be most practical for their current requirements.

Besides weapons and armour, which has been previously covered, a character's carrying capacity consists of:

Minor Items

Characters may carry as many keys, monetary instruments, watches, passports, and loose pieces of paper as they could conceivably append to their person. Generally, if an item is the size of a wallet or smaller, it may be considered minor.

One Quest item

Each character may carry a single quest-essential item in their kit provided that item is not being used as a cybernetic implant, weapon, or armour. Quest items that are small enough to be considered minor items do not count towards this limit.

It is the GM's ultimate decision what constitutes a quest item, but it will generally be fairly evident what fits. Should the players accept a mission to recover a cybernetic implant, that item would be the quest item provided no player installed it. As soon as a player had it implanted, it would count towards their implant limit (see p.165 for more on limitations of cybernetics).

Two Essential items

A character may select two items their character is considered to *always* carry, for example, a doctor would likely put his surgical kit in one of these slots.

THE HOME STASH

Your home stash is a list of items your character owns but has not (necessarily) brought with them. It's functionally unlimited, but you should keep a general idea of where your stash is kept (usually the same place your party considers 'home').

Accessing items from the home stash

While in the field, you may find a sudden need for an item in your home stash. In this instance, you may roll a *preparation* check to establish if your character prepared for this eventuality and brought the item with them. As with all checks, your GM will establish a difficulty based on how obvious it is that such an item would become necessary.

If the roll is successful, you have access to the item for the remainder of the current operation, i.e., until your character would next have an opportunity to return to their home stash location.

If the roll is unsuccessful, you may not attempt to access that item again until the operation is over.

Accessing incidental items

Sometimes an item is so incidental that you almost wouldn't think to buy it, but a character might have an argument that they'd own one. This would include things like a cigarette lighter or basic articles of clothing and similar sundries.

A character may roll a *preparation* check to gain access to these items exactly as they would an item from their home stash, even if no such item exists in their stash. If successful the character must also remove the cost of the item from their yen.

Accessing items for story reasons

During a mission, characters may come across a situation where an item is *neither* incidental *nor* in their home stash, but where an argument could be made that they'd have brought it.

For example, consider an adventure that takes the heroes to a space station. If the briefing of the adventure does not suggest any EVA activity, the players themselves might not own space suits, or realise their importance until it's too late. In such a circumstance, there's certainly an argument to be made that their *characters* may have thought to buy a suit before departing for the station.

William Kwan (Quiet) 36187234

Again, in this circumstance, a character might roll a *preparation* check, though the GM will often set the difficulty higher. If successful the character may buy the item immediately, and will be considered to have access to it as though they had pulled it from their home stash normally.

Limit on accessing items

Each character may only 'discover' they've brought one additional item per session, regardless of whether it was from their home stash, incidental, or allowed for story reasons.

ELECTRONICS

COST	ITEM
¥ 70,000	Bugging Kit
¥ 100,000	Com beads
¥ 60,000	Drone
¥ 100,000	Hand Scanner
¥ 8,000,000	Long Com
¥ 30,000	Motion Sensors
¥ 10,000	Power Cell
¥ 200,000	Tablet PC

Bugging Kit

This set contains micro-transmitters and recorders which can be planted inside communications devices or just left to observe ambiently. The kit also includes a tool for detecting bug transmissions, in case you lose one of your toys or are trying to locate someone else's.

Com Beads

A set of communication beads includes a noise cancelling ear-bud speaker and a microphone the size of a coin which adheres to the side of the throat. Since the microphone picks up vocalisations before they're projected, the speaker can be heard clearly even if transmitting from a loud environment.

Rendered obsolete by the DNI, this retrotech item is now incredibly valuable to disconnected who wish to stay in contact, whether with each other or with their DNI equipped colleagues.

As com beads use the Wireless, they have theoretically infinite range. In practice the ambient Whisper tends to jam long range wireless communication, whether by bead or built-in DNI comms.

Drone – *risk margin 40*

Drones are such a useful tool for safely identifying enemy positions that they've continued to see widespread use even after the Whisper struck. No right-minded individual would produce an expensive and armed UAV, but small drone 'copters are still widely employed.

The drone described here is a little more than a camera with a transmitter and a pair of integral rotors. The entire package would fit in a pizza box. It can move as fast as a ground vehicle (speed rating 2) at a range up to a kilometre beyond its user.

Hand Scanner – *risk margin 25*

The hand scanner is a tremendously versatile device for someone who knows how to use it. It can detect sources of high energy or radiation such as a nuclear power plant up to approximately twenty kilometres away. As the energy sources reduce so too does the applicable range.

The device also includes a magnetic anomaly detector that can detect vehicles to a range of five kilometres or simple weapons (or DNI) on an individual at short range.

Finally, the hand scanner can be used to conduct simple atmospheric or liquid toxicity tests.

All uses of the hand scanner require a *spot/listen* check to interpret the data the device returns.

Long Com - *risk margin 40*

The long com is a communication device capable of bouncing communications to anywhere on the same side of the planet – more importantly, however, it can communicate to a starship in local space around the planet, so long as the vessel is in line of sight. This device is too large to be carried into the field, consisting of a series of amplifiers, a small generator, and a fold-up communication dish. It can be integrated into a vehicle or moved via a crate to be setup at a camp.

These devices were never cheap and most instances have been irreparably tainted by the Whisper, leading to a sellers' market on the remaining equipment. Survivors recommend scheduling short 'burst' transmissions as leaving the device switched on long-term guarantees it will be hacked by the Whisper.

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Motion Sensors

This set consists of four small motion sensors and a base transmitter that receives signals from them. It can be set to generate a simple alarm or hooked up to a detonator or computer for more complicated effects.

Power Cell

With significant failures in utilities, there are large amounts of functional but unpowered machinery and electronics throughout the urban wasteland. A charged power cell allows a character to power a simple device like a blast door almost indefinitely, or a high-energy device like a LEVV for about a minute.

Tablet PC – *risk margin 40*

This retro-tech tablet computer is every bit as powerful as most people's desktop PCs in the twenty-first century. Unlike most computers of its era, it uses a touch-screen interface rather than a wireless link.

This device can be a safe intermediary for hacking into dangerous computer systems rather than attempting to use a direct neural link. It can also be linked to other devices and set to remotely trigger functions, such as setting off explosives, recovering records from a bug, or activating one of the software programs at a set time.

Tablet PCs are assumed to run with their wireless uplinks turned off, and rolls against its risk margin will only occur if the player links it to the wireless or another source of the Whisper.

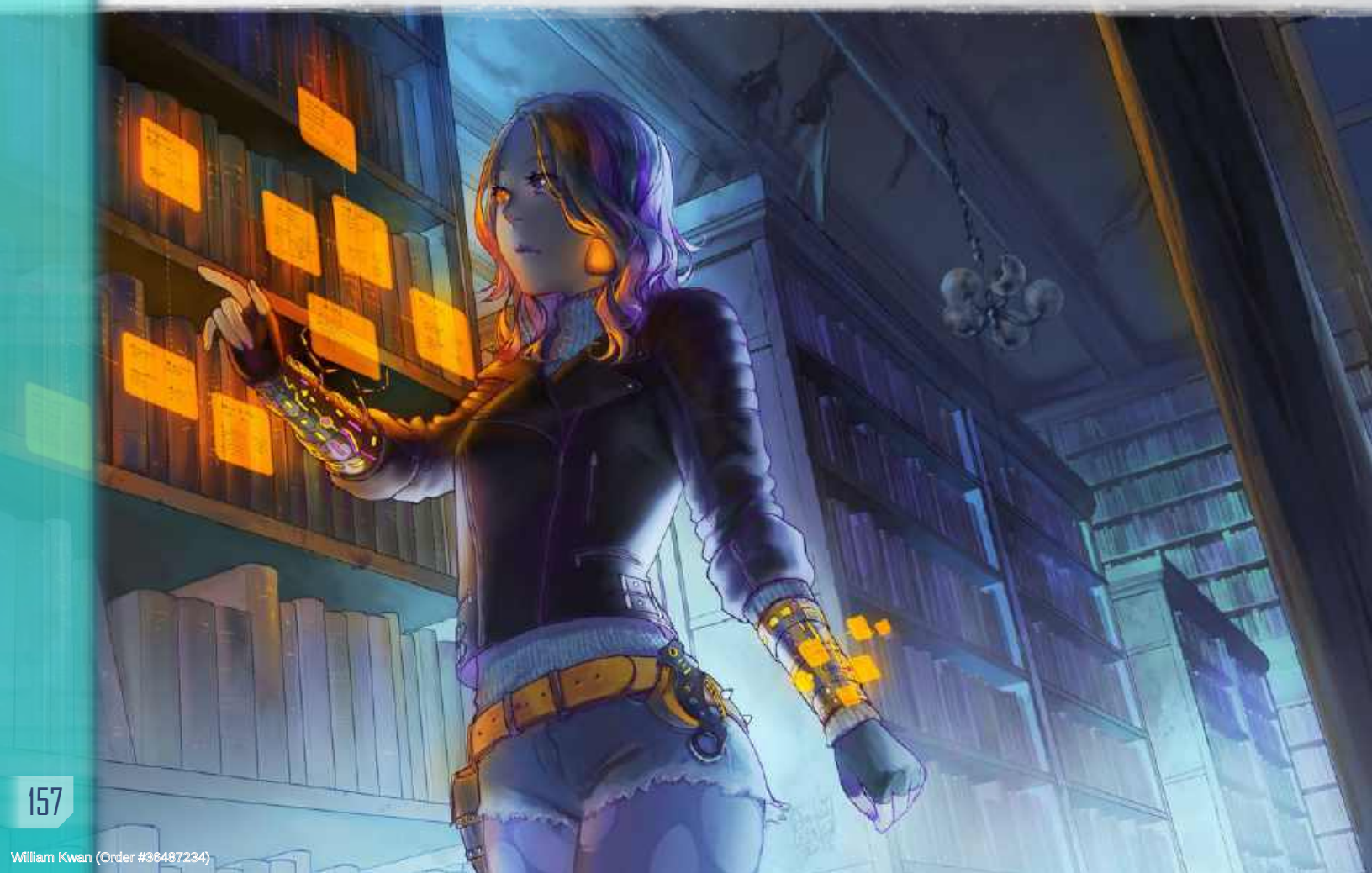
EXPLOSIVES

COST	EXPLOSIVE
¥ 800,000	Bomb Bearings
¥ 120,000	Det Cord
¥ 100,000	M-grade Explosive

Bomb Bearings

Bomb bearings are silver balls a couple of centimetres across designed for fast explosives clearance. The bearings come in bags of a hundred which can be programmed by a tablet PC to mimic the pressure and magnetic signature of anything from a person to a main battle tank.

Once programmed the bag can be poured out into a corridor or onto a field and they will bounce forward in a controlled dispersion pattern, attempting to trigger any proximity or pressure plate traps in the area. The



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pattern they form is 4 tiles across (8m) and they can press forward about 6 tiles (12m) a round.

If a bearing sets off an explosive it is destroyed but its compatriots are normally too hard and small to be damaged by the same blast in their normal operating pattern (though they do add to the shrapnel so it is not a good idea to follow too closely). If a character is only using the bearings to find isolated traps, a single set can be considered inexhaustible. On the other hand, a bag of bearings might make a clear passage across sixty metres of dense minefield but will be depleted to the point where they must be replaced.

Det Cord

A high-speed explosive, when sparked det cord burns at an incredible rate, capable of sheering down a tree or carving open a wall. The cost quoted is for enough det cord that only extreme applications would consume the supply.

M-grade Explosive

A brick of military grade plastic explosives. One of these charges, placed by a professional, would be sufficient to destroy a single story domestic house or an armoured car. These explosives are not aerodynamic, and it is doubtful you could throw one far enough to put yourself outside the blast radius. These explosives are stable and cannot be set off without a trigger explosion.

The purchase of an M-grade explosive charge includes a timed detonator (remote detonators being a tremendous liability in the environment of the Whisper).

MEDICAL

COST	KIT TYPE
¥ 1,500,000	Surgical Kit
¥ 30,000	Trauma Kit

Surgical Kit

This collection of scalpels, forceps, tweezers, and other sterilised precision tools are all that's necessary for a doctor to perform surgery. It also contains chemicals, viral neutralisers, and universal antibiotics that can be used in the hands of a trained medic or doctor to cure diseases and viruses.

The kit has enough materials to serve a five-man team against all reasonable needs and can also perform all the functions of a trauma kit.

Trauma Kit

A trauma kit carries a number of easily applied wound pads that disinfect and seal wounds, preventing a subject from bleeding out. Metabollic decontaminators are provided to treat poison ingestion. A handful of other simple medical tools and chemicals are provided to enable first responders.

POISONS

All poisons are purchased in enough quantity to support reasonable use without repurchasing. Poisoning numerous victims at a party is reasonable, poisoning a towns water supply is not.

COST	POISON
¥ 10,000,000	Anti-aug
¥ 25,000	Emetic
¥ 100,000	Frenzy
¥ 50,000	Knockout
¥ 8,000,000	Long Kiss Goodnight
¥ 100,000	Neurotoxin
¥ 100,000,000	Palefish Toxin
¥ 10,000	Tear Gas

Anti-aug Poison

Designed by the Strength of Man, this anti-augmentation poison is a complex chemical compound designed to flow through the limited wetware connections between a living being and its mechanical augmentations.

At the start of their turn each round, the victim must succeed at an *endurance* [15] check or suffer a single minor head wound. Normally insubstantial, this small injury damages the delicate neural connections between the DNI and the brain.

Each time the victim suffers this wound, they must choose one of their augmentations which they are no longer able to operate. Heroic characters may suffer a point of mental trauma to use the augmentation for one round *despite* the affliction.

Any successful *endurance* check means the poison has been metabolised and no further checks need be made. However, even once the poison is cured, any wounds remain and delicate neurosurgery – *medical* [25] – requiring a hospital surgery or similarly equipped facility is required to fix them before the augment can be used again.

This poison can be either ingested or injected (including by a wound from a piercing weapon).

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Emetic Poison

Emetic poisons are designed to rapidly induce vomiting in the victim without having any *other* negative repercussions. This example will appear as food poisoning to all but the most expert diagnosis (or autopsy if it comes to that).

This poison has a delayed effect (about 2 rounds) after which the target begins to feel rapidly more ill and becomes aware they will most likely lose their lunch. Two rounds after *that,* they must start taking *endurance* [15] checks at the start of every turn or spend a simple action emptying their stomach.

On success, the poison is metabolised, and the target begins to quickly recover.

This poison can be ingested, injected (including by a wound from a piercing weapon), delivered through skin contact to a poisoned surface, or inhaled.

Frenzy Poison

This potent cocktail of hallucinogens and mood-altering drugs rapidly excites the amygdala until the victim loses the ability to make rational judgements about real threats versus perceived ones.

At the start of each turn, the target must make an *endurance* [15] check or be forced to spend that round attacking the nearest character, whether it's friend or foe. Heroic characters may suffer a point of mental trauma to act normally despite that failure, but must continue to make checks. Any successful *endurance* check means the poison has been metabolised and no further checks need be made.

This poison can be ingested, injected (including by a wound from a piercing weapon), delivered through skin contact to a poisoned surface, or inhaled.

Frenzy poison is only available from black market vendors.

Knockout

Knockout poisons are simply a strong sedative, intended to render a target unconscious without killing them.

At the start of each turn, the target must make an *endurance* [15] check or suffer a point of mental trauma. If a character's injuries equal their wounds tolerance, they are knocked unconscious for an hour and suffer no additional effects.

The above assumes a correct dosage. If a child or infirm subject were exposed to a dosage intended for an adult, they must make one additional *endurance* check once unconscious and failure will result in the victim going into shock (see p.46).

This poison can be ingested, injected (including by a wound from a piercing weapon) delivered through skin contact to a poisoned surface, or inhaled.

The Long Kiss Goodnight

Also called Blackmailer's Friend, the Long Kiss Goodnight is slow-acting and uses the mechanics for disease, rather than poison. When a victim is exposed to the poison, they enter the illness track below.

LONG KISS GOODNIGHT

THRESHOLD	STAGE
30+	Healthy / Cured
25 – 29	[Start] No visible symptoms
20 – 24	Cold sweats, nausea
15 – 19	Unconsciousness
up to 14	Death

The poison must be cured as a disease, and the high difficulty score means the Long Kiss Goodnight is almost always fatal. Eventually.

What makes this poison special is that the poisoner has access to a maintenance drug that will return the toxin to the starting stage. The poisoner can choose to provide as much, or as little, of the maintenance drug as they like. On purchase, the poisoner is also provided with an outright antidote.

To make matters worse, the specific chemical composition of each instance of this poison is slightly different, so one poisoner will not have the cure or maintenance drug for another's poison.

This poison can be ingested or injected (including by a wound from a piercing weapon).

Long Kiss Goodnight is only available from black market vendors.

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Neurotoxin

Neurotoxins destroy nerve tissue and arrest the ability of neurons to communicate across synapses. While cause of death can vary, normally one or more major organs will fail as a result of the nerve damage.

At the start of each turn the victim must make an *endurance* [15] check or suffer a point of mental trauma. If a character's injuries equal their wounds tolerance, they go into shock.

This poison can be ingested, injected (including by a wound from a piercing weapon) delivered through skin contact to a poisoned surface, or inhaled.

Palefish toxin

There are dozens of organisms throughout the Empire referred to as 'Palefish', but this toxin comes from a particularly obscure world called Kobos.

In game terms this poison works exactly like the neurotoxin with three exceptions:

1) It takes three rounds to take effect
2) The *endurance* difficulty is 25
3) A subject who dies from this toxin appears to have suffered heart failure.
4) Within 12 hours the toxin completely breaks down and even before that it would require an expert doctor to detect this poison in the user's system.

Palefish toxin is only available from black market vendors.

Teargas

Teargas is made from any number of low toxicity irritants. These compounds are designed to make it impossible for targets to mount a resistance, without inflicting lasting harm on them.

At the start of every turn, a character exposed to teargas must make an *endurance* [15] check or be forced to spend a simple action coughing, hyperventilating, and generally stumbling about unable to see through burning eyes. Heroic characters may suffer a point of mental trauma in order to ignore the effects of a failed *endurance* check for a single round (though they must continue to take checks thereafter). Any successful *endurance* check means the poison has been metabolised and providing exposure is not on-going, no further checks need be made.

This poison must be inhaled to be effective.

SOFTWARE

Software must be launched from a computer system of some sort, most commonly a tablet PC. While the computers built into DNIs are versatile, they lack the raw processing power to trigger most of the software on this list.

Most software requires only a simple action to activate but many examples are consumed (or at least, will no longer be effective) after the first time they're used.

COST	SOFTWARE
¥ 200,000	Bug Out Wall
¥ 400,000	Canary
¥ 400,000	DDoS
¥ 800,000	Decryption Software
¥ 100,000	Early Warning Protocol
¥ 100,000	Trojan
¥ 400,000	VPN Tunnel (4 x City Wide)
¥ 1,000,000	VPN Tunnel (Planet Wide)

Bug Out Wall

No one knows the origin of this piece of adaptive software, but it has saved countless lives. The Bug Out Wall creates a barrier that Whisper-controlled beings cannot pass through, even those with no physical component seem loath to approach the barrier.

It takes a simple action to activate the Bug Out Wall, which creates a barrier 10 tiles (20m) long between the points of the players choosing.

Those serving the Whisper can see and make ranged attacks *through* the barrier. Given time they can also break through it, but such barriers can provide precious time for people to get out of a scrape.

The Bug Out Wall can only be used once against the Whisper before its agents adapt to it; as such, having more than one copy in the party does not help. Fortunately, the software seems to intelligently adapt as well, and a week later, it will be available for use once more.

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Canary

An extremely complex program, with a simple purpose – detecting unsafe networks. This software is purchased on a custom flash drive with a single light on it. When plugged into a network the canary software will propagate through the network and make the flash drive light blink on once a second. Once it has searched the entire network, the light will stay on until the drive is removed.

If the canary encounters anything it believes to be the Whisper its software self-destructs and the light goes out. For obvious reason a canary can only be connected to a network that is isolated from the Wireless (otherwise the canary will self-destruct as soon as it hits an external link). Canaries can be used on safe servers an unlimited number of times, but the first time the software encounters the Whisper it must be purchased again, as the Whisper will recognise the same code in future.

Since every canary must be unique, there is always a small chance the code might not work as intended, or was somehow compromised by the Whisper during development. When using a canary, a GM will make a luck check and hide the result. On a natural 1 the canary will show a safe environment regardless of the Whisper's actual presence.

DDoS

There are plenty of networked machines in the world that are still not under the control of the Whisper, and the purchase price for the DDoS represents the remote access codes necessary to direct a farm of machines to launch a denial of service attack against a single Whisper-controlled target.

The DDoS takes a simple action to activate and effectively freezes the target for 1d4 rounds. Thereafter, the DDoS machines are infected, and the software codes are useless – although new ones can be purchased.

Decryption Software

Decryption software allows a tablet PC (or other computer) to be used to decrypt files and communications streams. Decryption is only ever a matter of time, and *computer use* efforting checks are made to determine progress, with both the difficulty and the length of time a single check makes being determined by the code's strength.

Simple encryption might have a difficulty of 40 or so and allow checks each hour, while high-level military codes might have values into the high thousands with checks requiring a day or more to complete.

Early Warning Protocol

The early warning protocol (or 'Pup' in wirediver lexicon) is designed to detect intrusion on an otherwise closed network. This cannot include any human minds or DNIs, but it can be a VPN tunnel

This specific example is designed to detect the Whisper and, like the canary program, it is useless once it encounters the Whisper. Pups will not detect Whisper code *already present* on a network, only attempts to propagate from a different location.

Trojan

The viral nature of the Whisper's expansion has made it extremely vulnerable to assimilating Trojans. The cost of this represents purchasing the remote access codes to a Trojan known to have been absorbed by the Whisper.

This can be exploited as an incidental action, and for the remainder of the encounter, attacks against the target's IC defence benefit from a 1d6 advantage. Once the Trojan has been used, the Whisper quarantines and destroys the infection, but new Trojans can be purchased and used against later foes.

VPN Tunnel – *risk margin 15*

Many wirediver make their living by hacking tainted servers to create VPN (Virtual Private Network) tunnels, sometimes even bolstering these by setting up their own transmitters. These VPN tunnels are priced according to their range, and the price for city-wide tunnels are sold in batches.

Using such tunnels is a strategic choice. A lot of data can be sent through one in a single round, but doing so will often mean the tunnel is now compromised and can't be used again.

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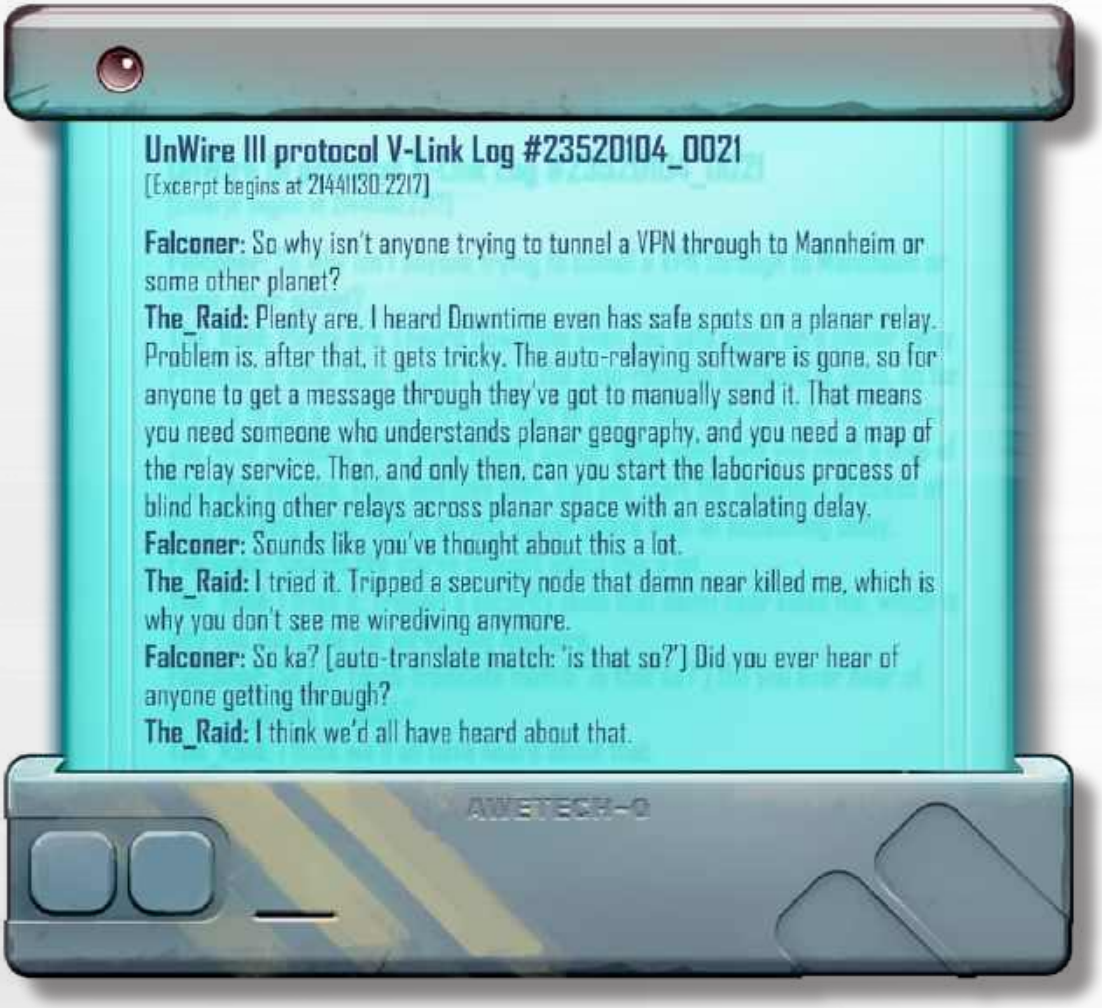

TOOL KITS

COST	KIT TYPE
¥ 20,000	Climbing Kit
¥ 230,000	Engineer's Kit
¥ 50,000	Lock Picks
¥ 40,000	Survival Kit

Climbing Kit

This kit includes a basic climbing cable that is thin and light but has tremendous break strength as well as a small hammer and a set of sturdy spikes, each ending with a loop for running cable through.

Using this kit, an experienced climber can lay a safety rope both for himself and those that follow. This rope means failed checks can never result in a fall.

Some surfaces are too sheer or slick to climb without the hooks and toe spikes included in this kit. In other circumstances, your GM may provide 1d6 advantage to climbing related *athletics* checks for having this equipment.

Engineer's Kit

The engineers kit includes tools for manipulating electronics, such as wire cutters, soldering iron, programmable integrated circuits, and volt metres. For more mechanical problems the kit includes a variety of small but powerful tools – micro-welders, electric screwdrivers, powered ratchets, duct tape, industrial strength bonding agents, and so forth.

Lock Picks

Many doors still rely on mechanical lock technology, and this kit includes a selection of hooks and bars that allows a skilled user to defeat such devices.

For more modern defences, it includes a hack card, a reprogrammable eye, and a wireless neural deceiver. These latter devices require connection to a tablet PC or, if you're willing to brave contact with Whisper-controlled devices, your own DNI headwear.

Survival Kit

The survival kit contains a utility knife, some basic snares, and a small chemical kit for purifying food and water. In general, it allows a scout to feed himself and four others, assuming a not-entirely-hostile environment.

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REPAIR PARTS

COST	PART TYPE
¥ 20,000	Vehicle Parts
¥ 200,000	Aircraft Parts
¥ 1,000,000	Starship Parts
x2	Including Labour

Parts

Parts are required to repair damage to vehicles and other conveyances. They come in three varieties, used to repair their corresponding type of conveyance.

As expense increases, so too does rarity. Because almost all starships have ended up in control of the Whisper, there are very few places that still store starship parts.

Parts are too large to be carried as field equipment, and these items are included here should players wish to stockpile them in the home stash or purchase them as needed for repairs.

Including Labour

By paying double the price of the parts used, characters can have an experienced engineer conduct the repairs. Starship engineers are a very rare breed, while most workshop enthusiasts can cobble together a working fix for a damaged ground vehicle.

OTHER

COST	ITEM
¥ 50,000	Ammo Crate
¥ 100,000	C-Suit
¥ 20,000	Flash Grenades
¥ 3,000,000	HEACT Suit
¥ 15,000	Instant Patch
¥ 200,000	NL Harness
¥ 60,000	Particle Flares
¥ 20,000	Spare Ammo
¥ 10,000	Zip Cuffs

Ammo Crate

Depending on a character's weapon configuration this crate might contain a sling of spare rockets, a box of belt-fed rounds for a pulse gun or even a bucket of shuriken.

An ammo crate can be setup on a tile adjacent to a character as a complex action. Once setup any character adjacent to it may ignore the munitions cost of any attack or talent they use.

Note that the ammo crate cannot be used for *replenishing* munitions tokens under any circumstance.

C-Suit

A C-suit, or compression suit, is a form-fitting one-piece garment designed for orbital EVA and other hostile environment excursions. The fibres in the suit apply enough surface pressure to the wearer to prevent the need for a bulky inflated space suit. A small gel layer provides a reasonable auto-sealing function by setting when exposed to the low pressure of a suit breach.

While it is 'tensed' the suit is impossible to put on, but while exposed to mild electric current the suit fibres relax. A mechanism for this is built into the wrist computer (a post-Shatter addition, given the wireless connectivity had to be removed) but users should be aware that external electric shock could have unexpected consequences.

The C-suit also includes a broad-visored helmet and a rebreather tank with enough air for all practical EVA excursions.

C-suits provide only limited protection from radiation – background radiation found in space is acceptable, the aftermath of a nuclear detonation is not. The C-Suit provides no armour, but it can be easily worn beneath conventional body armour.

Flash Grenades

Flashbangs use a mix of bright light and concussive force to distract and stun opponents. A character within short range of a flash grenade is stunned and can stagger a few steps but otherwise cannot act for one round.

The concussive force of a flash grenade does not work in bright, open environments. If a character is both outdoors and in a well-lit area, they only suffer disadvantage for one round and are not stunned.

HEACT Suit

In the twenty-second century, it was common practice to use drones for hazardous environment operations, rather than risking a precious life. Some humans still

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insist on exposing themselves to peril directly, which led to the development of the Hostile Environment Activity Suit.

HEACT suits are proof against all but the most severe radiation and pressure and even utilise Newtonian lattices to provide protection against gravity, and the ability to achieve controlled flight in low, or zero gravity. The suit is non-reactive against most corrosive elements and is considered to have an armour of fibreweave on all locations.

The equipment to support all these features comes at a significant cost, both in yen and in the bulky unwieldiness of the suit. A character wearing a HEACT suit can only move three tiles per round (whether flying in low gravity or on foot) and suffers 1d6 disadvantage on all checks involving physical manipulation (shooting, *melee*, *force*, *computer use*, etc.). *Acrobatics*, *sleight of hand*, and similar acts of high dexterity cannot be performed while in a HEACT suit.

Instant Patch

Instant patches are five-millimetre-thick metal plates with the approximate surface area of a house brick. One side has a film label that, once removed, starts a chemical reaction that will cause the surface of the patch to bond with almost anything in a matter of seconds. This can be used to seal doors and hull breaches alike. The cost is for a set of three.

NL Harness

The Newtonian lattice harness is a modern equivalent of a parachute with two key benefits over the traditional model. The first is that its activation distance is determined by the maximum tolerable deceleration for the human body, which results in a much faster drop, albeit with a harsh final leg.

The second and largest benefit is that the lattice is reusable. Rather than using a cloth chute, the NL Harness uses contra-gravity technology that can be used again and again with no need to cut free of a chute or repack.

A Newtonian harness can safely land two unarmoured individuals, or a single individual who is heavily armoured or augmented.

Particle Flares

A particle flare strobes a brilliant blue light that contains within it special particles which adhere and glow when they come in contact with individuals using known forms of invisibility. While this technology was designed to defeat holographic camouflage, it can also prevent e-warfare camouflage techniques such as those used by a network ghost.

A particle flare is very hot to the touch while active, so it must be quickly dropped or thrown once activated. It will reveal opponents within medium range (but not through obstacles).

Spare Ammo

Some characters go through munitions much faster than their colleagues, and for them its handy to have an extra reserve.

A character carrying spare ammo may spend a simple action to restore their munitions tokens back to a total of four. A character may only benefit once from the spare ammo item each session, regardless of how many they are carrying.

Zip cuffs

Made of an almost unbreakable plastic, these simple restraints are purchased in a bunch of a hundred. Once clipped shut, they can only be removed using a pair of cutters.

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CYBERNETICS

LIMITATIONS OF CYBERNETICS

The number of cybernetic implants a character can support face two hard limits, location and tolerance. Additionally, all users of cyberware need to be mindful of their vulnerability to electronic warfare attacks.

Cybernetic Tolerance
Cybernetic tolerance is a score, determined by race, that indicates the maximum amount of a being's body that can be replaced by cybernetic parts before that body begins to reject even the most benign implants or the mind becomes unable to control the complex neuro-circuitry.

Location limits
The location limit is more mundane. Humanoid beings, for example, have two arms, two legs, a head and a chest and may also wield one possible smart link. Each of these locations can have a single type of implant. A human may not, for example, have three arm implants because most minds are unable to control such a limb without a lifetime of practice (see Post-Human augments).

IC Score
Most augmentations have a negative impact on character's IC defences. Augmentations are controlled using a wireless link between a characters DNI and the limb or enhancement in question. As a result, the more augmentations you have, the more live connections exist that a hacker can exploit.

Heavily augmented characters tend to be distrusted for exactly this reason.

Post-Human Augments
Only dedicated individuals can learn the mental triggers necessary to control limbs humans do not normally possess. Such augmentations are collectively called 'post-human' and have two special slots of their own.

These slots can carry any kind of augmentation, including specialised post-human augmentations. They

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are only available to a character from the augmented class with the *cybernetic specialist* and *cybernetic expert* talents.

Post-human augmentations are rare but often inexpensive since there are so few people who can use them. Unfortunately, this means selling one yourself is also just about impossible.

BENEFITS OF CYBERNETICS

The description of each cybernetic augment will detail its exact benefit, but there are a number of common perks detailed below.

Painless

While cybernetics are designed to provide tactile feedback to their users, they have built in thresholds to prevent the sort of overwhelming pain that can put a human into shock. Further, the separation of the most cybernetics from the user's respiratory system means even the entire loss of a cyber-limb is not going to cause a user to bleed out.

In game terms, injury to cybernetic hit locations still affects wounds tolerance, but can only cause death if the injury strikes the head or chest. Additionally, poisons cannot be introduced to the body through hits to cybernetic locations unless specially designed to do so.

Materials

Because the composite materials involved in cybernetics are generally sturdier than human muscle and bone, even basic cybernetics count as having padded armour, and higher end versions can be difficult to damage indeed.

The armour on cybernetics cannot be stacked with armour worn over it. Ultimately, whichever material is strongest applies.

Physical Traits

The greatest benefit of cyberware is that it increases the natural traits of an individual. Generally a small immediate benefit is granted as well as a more significant increase in the racial maximum for a physical trait.

This reflects the time and practice required to forge the neural bonds necessary to fully realise the benefits of a cybernetic augmentation.

Trait bonuses from cybernetics, immediate or otherwise, do stack; however, no trait or trait maximum may be increased past 12.

IMPLANTING CYBERNETICS

Acquiring a cybernetic implant can be dangerous or expensive, but that's only the beginning. The process of implanting them is itself a significant expense. Players who have a skilled doctor in their party can attempt to perform the procedure themselves, but this involves a degree of physical risk.

Implanting cybernetics is a *medical* [effort 50] check for limb implants or *medical* [effort 100] for skull, torso or post-human implants. As an added complication, the character will lose point of wounds tolerance for every round the surgery continues. Once they reach zero wounds, they must start making "Death of a Hero" checks for every round thereafter.

At any time, the doctor can abort the surgery and stitch the wound by making a *medical* [10] check. The patient does not get their wounds back until the next rest, but neither do they continue to lose wounds, nor do they have make "Death of a Hero" checks. Unfortunately, any limb that was removed to make room for the augmentation is now also gone, and any further attempts at implanting must start from the beginning.

Smartlink Implants

While much of the hardware of a smartlinked item is in the item itself, special additions must still be made to the DNI in order to achieve the necessary bandwidth. For this reason treat smartlink augments as though they were skull augments for the purpose of implantation cost and difficulty.

REPAIRING CYBERNETICS

Because damage to cyberware has become as common as injury to living tissue, all trauma and surgical kits include tools to apply repairs to cybernetics.

The rules and limitations for repairing cybernetics are identical to those for healing normal injuries, but use the *engineering* skill rather than the *medical* skill.

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COMMON CYBERNETICS

Below is a list of the most common cybernetics in the game universe. In the post-Whisper world, even these are not going to be readily available so be sure to confer with your GM before assuming a particular augmentation is available from a store.

There exist rare and exotic augmentations, but these are kept in the *Mastery Guide* to preserve the wonder of encountering them for the first time.

ESSENTIALS

COST	AUGMENT
¥ 500,000	Direct Neural Interface
¥ 2,000,000	Type II DNI
¥ 500,000	Implant Surgery (limbs)
¥ 1,000,000	Implant Surgery (skull/torso)

ARM AUGMENTS

COST	AUGMENT
¥ 1,400,000	Hercules Biceps
¥ 750,000	Razors
¥ 1,200,000	Worker's Hands

LEG AUGMENTS

COST	AUGMENT
¥ 1,000,000	Dragon Mobility System
¥ 1,400,000	Hercules Legs
¥ 1,300,000	Mercury Augmentation

CHEST AUGMENTS

COST	AUGMENT
¥ 1,200,000	Endurance Life Support System
¥ 1,300,000	Runner's Lungs
¥ 500,000	U-safe Atmospheric Filter

SKULL AUGMENTS

COST	AUGMENT
¥ 1,300,000	Aegis Vision System
¥ 1,200,000	Eternity Memory Extensions
¥ 1,200,000	Hades Firewall
¥ 500,000	U-safe Atmospheric Filter

SMART LINK

COST	AUGMENT
¥ 1,300,000	Armsmaster Fire Control
¥ 1,000,000	Companion Coprocessor
¥ 1,000,000	OnTarget Gyrostabilising
¥ 1,000,000	Weathervane Assist System

POST-HUMAN

COST	AUGMENT
¥ 325,000	Prehensile Tail
¥ 400,000	Shoulder Mounted Tracker Gun
¥ 2,000,000	Shoulder Mounted Rocket Launcher

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ESSENTIALS

Direct Neural Interface

The DNI is the lynchpin of the cybernetics and accordingly the most common implant.

By itself, it allows a user to mentally interface with the many wireless controls that were prevalent before the Whisper and otherwise provides all the functions of a twenty-first century smartphone. Most importantly, however, any additional cybernetics rely on wireless signals provided by the DNI to be controlled by the user.

The far rarer Type II DNI implants are used by system guardians and network ghosts to manifest the electronic warfare attacks and countermeasures that are the trademark of their professions.

The DNI occupies its own unique location slot and does not count towards tolerance or affect a character's IC score. All characters with augments start the game with at least a standard DNI, and the example listed here is included should a character find themselves in the dire circumstance of replacing a DNI.

Implant Surgery

As mentioned above it is entirely possible for a team to attempt in-house cybernetic implantation, but this carries a healthy amount of risk, especially for neophytes.

Low-level characters might be better served by locating a trained cybersurgeon who will complete the implantation. While the cost is significant, there is no risk of harm or failure (unless the players opt to go to some sort of shady black-market dealer).

ARM AUGMENTS

Hercules Biceps

-2 IC, +4 maximum build, +1 build
Padded armour: hand, forearm, upper arm, shoulder, elbow, armpit

One of the first augmentation designs produced was the Hercules cyber arm. This simple augmentation used the same principles as powered armour to give ordinary people the strength of giants.

Razors

-1 IC
Padded armour: hand, forearm, upper arm, shoulder, elbow, armpit

This implant gives the user a series of retractable claws which either extend from the fingertips or from between the knuckles. The claws are made of a carbonfibre composite and transform your unarmed attacks to the below profile:

Razor Claws			Short Melee
Range: Melee		**AP**: Ceramic	
Grazed [1]	**Lacerated** [2–3]	**Crippled** [4–6]	**Cleaved**
Concealable			

Worker's Hands

-2 IC, +2 maximum mechanical aptitude, +1 mechanical aptitude
Padded armour: hand, forearm, upper arm, shoulder, elbow, armpit

A very common augmentation, the worker's hands augmentation involves a suite of micro-tools as well as an intelligent coprocessor that converts intention into precision with more accuracy than organic neural impulses.

LEG AUGMENTS

Dragon Mobility System

-2 IC
Padded armour: foot, calf, thigh, back of the knee, hip joint

The Dragon Mobility System was originally a military system, but over time it found a strong market with adrenalin junkies and even in the industrial sector.

The leg integrates a number of small jet turbines which can provide a powerful launch boost or gentle stabilising and decelerating pressure. In game, this allows a character to make a sixty-metre leap (30 tiles) as a long dash, or a thirty-metre jump (15 tiles), which counts as a dash action. The jets can also be used to decelerate a fall and the Dragon negates fall damage except in very high gravity.

Any use of the jets consumes one munitions token.

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Hercules Legs

-2 IC, +4 maximum build, +1 build
Padded armour: foot, calf, thigh, back of the knee, hip joint

The success of the Hercules biceps made it quickly apparent the highest weight lifting could not be completed without additional augmentation. This augmentation includes similar use of cybernetic muscle as well as a pair of semi-flexible support struts that parallel the spine to prevent damage to muscles and ligaments as weight is transferred to the legs.

Where is my Augmentation Really Implanted?

In truth having a single cybernetic arm could only provide a limited amount of additional strength because it has to be attached to the body somewhere. Before you could rip open a tank hatch you would snap your cyber arm right off the bones it was appended to. Likewise, a Mercury augmentation on just one leg would create an unsightly gait as the flesh-and-blood failed to keep up with the faster mechanical one.

The answer to this is that augmentations have components beyond their main housing. Cybernetic arms come with reinforcements to the structure of the shoulders and spine (hips and legs too once you get to the really high-end stuff). When you buy a 'cybernetic leg augment' you're actually buying an augment that replaces both legs but doesn't use the full potential of the available space (which is why you can buy two leg augments).

Or maybe that's not how your cyborg works at all.

Maybe your character *does* have only one heavy steel cyber arm and it gives him terrible muscle pain and the doctors are always warning him that he can't maintain the strain. Maybe another has her Dragon Mobility System coming from just one foot because the other failed years ago and she has to balance carefully while in flight.

The point is augmentations, like any gear, can be worn on your character however you want, so long as the mechanical effects are unchanged. Since the defender always gets to decide which arm/leg gets hit, there's no real mechanical difference between a character who decides their Mercury augment is strictly in their *left* leg, versus one who maintains it is spread across both.

TL;DR: It's important to us that your character looks like a bad ass, so how your augmentations look is your choice.

Mercury Augmentation

-2 IC, +3 maximum agility, +1 agility
Padded armour: foot, calf, thigh, back of the knee, hip joint

The Mercury augmentation is designed for speed, not strength. It uses light-weight composite materials as well as a series of responsive pseudo-muscles to substantially increase the movement speed of a human. The reduced respiratory pressure from even basic leg movements has also been shown to lead to increased agility in the arms, neck, and torso without additional implants.

TORSO AUGMENTS

Endurance Life Support System

-2 IC, +2 wounds tolerance
Padded armour: guts, sternum, lungs, heart, kidneys

The Endurance Life Support System replaces many of the body's major organs with more durable and redundant systems allowing an individual to survive even grievous injury.

Besides the increase in wounds tolerance, this augment allows a character to ignore the first organ failing injury sustained between each rest (such as a *pulverised* lung). Minor and serious injuries are not considered 'organ failing'.

Lastly, the Endurance Life Support System automatically takes checks to cure poison every round and disease every rest as though it had six ranks in *medical* skill.

Runner's Lungs

-2 IC, +3 maximum agility, +1 agility
Padded armour: guts, sternum, lungs, heart, kidneys

The runner's lungs augmentation introduces significant modification to the hormonal and respiratory system of the patient. Adenosine triphosphate is produced in greater quantities and delivered to muscles based on predicted need, while lactic acid stripped away much more efficiently, allowing for anaerobic respiration to continue for sustained periods.

The net effect is a significant increase in overall speed and agility of muscle movement.

U-safe Atmospheric Filter

-2 IC
Padded armour: guts, sternum, lungs, heart, kidneys

One of two variants of the proprietary 'U-safe' Atmospheric Filter, this system replaces the lungs with a series of filters and emergency oxygen reservoirs. In game terms, it allows a character to survive indefinitely in toxic (but not corrosive) atmospheres.

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SKULL AUGMENTS

Aegis Vision System

-2 IC, +3 maximum perception, +1 perception
Padded armour: head, neck, eyes

The Aegis Vision system is an ambitious replacement to both the eyes and the occipital lobe. Additional lensing options, a greater range of visible spectrum, and a powerful visual coprocessor provides significant benefits in vision over short and long distances.

Eternity Memory Extensions

-2 IC, +2 maximum intelligence, +1 intelligence
Padded armour: head, neck, eyes

Eternity Memory Extensions provide the user with an indexed photographic memory stored on solid state drives. This frees up the organic brain for more lateral and creative thinking processes.

Hades Firewall

+3 IC
Padded armour: head, neck, eyes

The Hades Firewall is more than just software, it's an ANI system that intelligently investigates potential threats using both its own assessments, and information available to the organic brain the DNI is linked too. Once a threat is determined it is screened, blocked or countered using both off the shelf software, and custom algorithms created by the ANI.

U-safe Atmospheric Filter

-2 IC
Padded armour: head, neck, eyes

One of two variants of the proprietary 'U-safe' Atmospheric Filter, this system replaces the nasal cavity, throat and some of the sinus with a series of filters and chemical exchangers. In game terms it allows a character to survive indefinitely in toxic (but not corrosive) atmospheres.

SMART LINK

A smart link is a two-part augmentation. The first part involves an addition to the DNI that allows direct interfacing with 'smart' devices. The second part is the device itself, normally a weapon, which can integrate additional tools and processors that could not be easily augmented into a human body. By wirelessly connecting these to the mind, a smart-linked device provides significant benefits.

Because smart-linked equipment frees up the brain to focus on other details, the benefits of a smart-linked device is considered in-effect so long as the player is carrying the device, even if they are not directly applying it to the current task.

Armsmaster Fire Control

-2 IC, +3 maximum perception, +1 perception

The Armsmaster Fire Control is a mind-to-weapon linkup that can be applied to any ranged weapon. The weapon is upgraded with both multi-optical and conditional analysis instruments as well as a coprocessor that summarizes the information into a package that is immediately usable by the human mind.

Besides the obvious benefit of improving firearm distance shooting, the system significantly improves quality of vision for the user, allowing them to rely on the weapon's scopes and target algorithms to provide a level of awareness beyond natural capability.

Companion Coprocessor

-2 IC, +2 maximum intelligence, +1 intelligence

The companion coprocessor smart link allows a user to link themselves to any portable computer that they carry on their person.

Anytime the user is attempting to solve a mathematical or logic problem, their smart link forwards the query to the companion device which returns an accurate and immediate answer. Further functionality is gained by giving the user speed-of-thought access to applications on the device.

OnTarget Gyrostabilizer

-2 IC

The gyrostabilizer links the brain's intentions to a gyrostabilized weapon to intelligently reduce recoil. Unlike most smart links, the benefit of this augment only applies to the weapon with the gyrostabilizer augmentation.

In game terms users enjoy a 1d6 advantage to combo *recoil* rolls (e.g., volley, burst, autofire).

Weathervane Assist System

-2 IC

The Weathervane communicates directly with the brain to blend user's intent with available data systems. A marksman need not adjust their scope sighting for bullet drop, wind, or other factors because the Smart Weapon performs all this for them in real time.

Any *aim* attack with a Weathervane-Assist weapon gains an additional 1d6 advantage.

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POST-HUMAN

Augmentations using the post-human slots might be attached to anywhere on the body, although some combinations are likely to raise eyebrows.

While any normal augmentation can use the post-human slots, the augmentations in this section can *only* be equipped in a post-human slot. These augmentations do not correspond to any hit location so cannot be hit during combat except when a character is specifically allowed to target hit locations (such as rolling an 8 on the weak point table). Post-human augmentations are all still vulnerable to the disabling effects of EMP weapons.

Prehensile Tail

-2 IC, requires post-human slot

This augmentation takes the form of a long flexible tail about three centimetres thick and able to stretch out to two squares distance. The tail can attempt to pick up any item it can coil around and has a lift strength equivalent to the character boasting the implant. By extension, this also means the augment is strong enough to support the character's weight if attached to something overhead.

Besides its mechanical functions, the tail includes a small camera.

Shoulder-Mounted Tracker Gun

-2 IC, requires post-human slot

The tracker gun is a swivel mounted rapid-fire gun that is aimed and fired using the wielders DNI. In game terms, the tracker gun is always considered wielded and may trigger as an off-hand attack when firing with a weapon in your hands (or vice versa). Note that the weapon does require one of the user's weapon slots as per the below profile.

The tracker gun can fire single shot, burst fire or autofire. The burst-fire mode allows you to make volley attacks as a simple action.

Tracker Gun			Secondary
Range: Long		**AP**: Ceramic	
Nicked [1]	**Punctured** [2–3]	**Pierced Deeply** [4–5]	**Shot through** [6]
Burst, autofire			

Shoulder-Mounted Rocket Launcher

-2 IC, requires Post-Human slot

This augment includes a swivel-mounted rocket launcher, aimed and fired using the wielder's DNI, effectively acting like an additional arm that is always equipped with the weapon. In game terms, the rocket launcher is always considered wielded and may trigger as an off-hand attack when firing with a weapon in your hands (or vice versa). Note that the weapon does require one of the user's weapon slots per the below profile.

The shoulder-mounted rocket uses four munitions tokens, and if an attack misses, roll scatter to determine where the blast lands.

Rocket Launcher			Primary
Range: Medium		**AP**: Steel	
Singed [1]	**Burned** [2–4]	**Charred** [5]	**Immolated** [6]
Setup (simple), blast 15, scatters, two-handed, uses 4 munitions			

CYBERNETIC UPGRADES

Upgrades can be applied to cybernetic limbs to improve their effectiveness or durability. Because they are not themselves an implant, they do not use up locations or cybernetic tolerance.

AUGMENT UPGRADES

COST	AUGMENT
¥ 3,000,000	Ceramic Construction
¥ 4,000,000	EMP Shielded
¥ 1,000,000	Impact-resistant Polymers
¥ 1,000,000	Integrated Weapon

Ceramic Construction

Ceramic construction can be applied to any cybernetic that replaces hit locations. The armour materials for the limb augment are then considered as follows:

Primary: Ceramic
Weak-point: Fibreweave

EMP Shielded

With the prevalence of cyborgs, powered armour, and warbots, EMP weapons became a common sight on the battlefield. To protect themselves from these crippling weapons, many cyborgs implemented expensive EMP shielding into their augmentations.

An EMP shielded augment ignores the stunning or disabling effects of EMP weapons. The augment will, however, still suffer normal damage if the EMP attack has a damage component.

Impact-resistant Polymers

Impact-resistant polymers can be applied to any cybernetic that replaces hit locations. The armour materials for the limb augment are then considered as follows:

Primary: Fibreweave
Weak-point: Padding

William Kwan (Quote: 36187234)

Integrated Weapon

Unlike human limbs, it is possible to integrate a small weapon into a cybernetic arm. This weapon is effectively perfectly concealed and can be drawn or stowed instantly.

In game terms, a light pistol or short melee weapon can be integrated into a cybernetic arm. This does not allow the user to carry more weapons than is normally possible and the weapon must be purchased as normal.

Characters outside of combat can achieve total surprise by attacking with an integrated weapon (so long as the victim has no prior knowledge of the implant). Attacks can be made with this weapon even if you're otherwise wielding a two-handed weapon (but not if the integrated weapon is on a limb that is carrying a one-handed object).

Provided the character is able to make attacks with the weapon, they count as dual wielding.

UnWire III protocol V-Link Log #21460104_0332
[Link established at 21460814.0128 using 640-bit encryption]

TJ: Hey, you there?
Downtime: 'sup
Downtime: And you'd better have a damn good reason for burning my last secure tunnel.
TJ: Arnie found a ship.
Downtime: Out at Seven's Point?
TJ: You knew!?
Downtime: Of course. I knew, but it's outside the city. Remember Bridget?

[Embedded stream: salvaged_truck_torn_apart_by_Peacemaker_Drones_on_the_city_limits.mov]

Downtime: Weren't the first time neither. Whisper hits anything that tries to leave the city
TJ: Wait, Bridget's crew? You told me they disappeared.
Downtime: See above. I was trying to keep you from exactly this sort of stupid
TJ: Stupid would be staying and waiting for the Whisper to wear us away to dust.
Downtime: Maybe...

[Embedded file: Downtown_cache. Map]

TJ: What this?
Downtime: One of my rainy-day storehouses. There's an Artemis there, and I guess grab whatever else you need.
TJ: ...I don't know what to say...
Downtime: No time anyway. Whisper just tripped my early warning pup, so I'm going to have to crash this. Be safe TJ.
TJ: You t—

[Protocol deinitialized]

AWETECH-9

William Kwan (Order #36487234)

PART VII
VEHICLES

USING VEHICLES

The streets of the post-Whisper cities are littered with abandoned vehicles, but such conveyances are generally avoided by the survivors. Climbing into a vehicle is a perilous venture; at best it won't start, at worst it will become a weapon of the Whisper – actively trying to run down allies before driving you at high speed into a wall or off a bridge.

Despite the risks, heroes can prove surprisingly resourceful – and other times surprisingly desperate – and vehicles, if used carefully, can be a huge asset.

SALVAGING A VEHICLE

Salvaging a vehicle off the side of the road is an easy enough prospect for the aspiring hero. A *defeat security* efforting [25] check is enough to override or bypass the security systems on most domestic vehicles.

Because all vehicles are connected to the city's compromised SDN (Smart Drive Network), they have a risk margin that determines how long until the Whisper notices the vehicle and seizes control.

A vehicle's wireless links *can* be removed, but this is a laborious process that will be outside the scope of most adventures. More commonly, adventurers may come across vehicles that others have downgraded already, though what they might trade for such a treasure is another matter.

VEHICLES WHILE ADVENTURING

The biggest advantage of vehicles is their impact on the greater adventure. A simple car provides a means to carry cargo, escape from a botched operation, and generally move faster, and further, than otherwise

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possible. And should the heroes get hold of a starship, it will unlock options far afield of Aratayo.

Be prepared to make *drive* – or *pilot* - checks for any risky applications, but otherwise a vehicle in game can do anything a real-world vehicle might be able to do.

Fuel

With the exception of rare retro-tech, twenty-second century vehicles are electric rather than combustion driven. Their high-capacity batteries are sufficient for a month's normal usage. This is extended to an almost infinite duration by 'charge straights' in Aratayo's motor tunnels that refill batteries through inductive charging

VEHICLES IN CLOSE COMBAT

When the heroes are locked in combat and movement is tracked more closely, vehicles need special treatment.

Getting started

A character who has enough movement to reach a vehicle's entry point may immediately assume any crew position accessible from that entry point.

There is no set action to start up a vehicle, but a driver or pilot may only move a vehicle in a round that they began in the vehicle.

Disembarking

When their turn starts, a character embarked on a vehicle may exit before taking any other actions. Their character is moved to any tile within their movement speed of a vehicle access points. This counts as a dash and the character may then take a simple action.

Vehicle movement

Instead of moving himself, a driver may use his move action to move his vehicle. In a single round a vehicle can move any distance on the combat map, travelling further simply means going faster.

Depending on the risk of the vehicle's movement, the GM may expect a *drive* check. A vehicle following a smoothly curving road or creeping a few squares around a tight corner will not require a check. By contrast, weaving a vehicle through tight alleys and making dozens of turns to avoid hitting obstacles will almost certainly require a very difficult *drive* check.

The ramifications of failure are up to the GM. They may decide the vehicle skids out and ends up in a different location than was intended or takes damage as it collides with obstacles on its way to its destination or any number of other possibilities.

Moving within a vehicle

A character in a vehicle may swap to any unoccupied seat at the start of their turn. This counts as dash.

ATTACKING WITH VEHICLES

There are three ways an attack may be made from a vehicle.

Crew making attacks

Most vehicles have one or more crew positions where a passenger can use their personal weapons to make an attack. This works exactly as normal (see Combat - Actions p.34), but even if the vehicle is moving flat out, a character is not considered to be moving, unless they move within the vehicle, and may take complex actions. The exception is the pilot, or driver, who counts as having dashed anytime they move the vehicle.

You should keep in mind that the GM may still choose to apply disadvantage if the vehicle's movement represents a difficult circumstance for shooting.

A crew member operating a position that controls one of the vehicle's weapons may choose to use the vehicle's weapon in place of his own.

Ramming

To make a ram attack, the vehicle's driver must move their vehicle into the space of the ram target and make a *drive* check against the *evade* defence of the target.

On failure, the target moves the minimum distance necessary to ensure it no longer occupies any the squares the ramming vehicle has just moved into.

On success, the vehicle inflicts ramming damage on the target, using a random hit location. The vehicle also suffers the ramming damage its target can inflict, so ramming a much larger vehicle can be fatal.

Not that characters on foot do not have a ramming value and do not inflict damage on vehicles when hit.

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VEHICLES GOING OFF MAP

Because of their range and speed, it is sometimes better for armed vehicles to stay off the close combat map altogether, allowing them to attack without getting outflanked. This works exactly as the character rules, but they've been repeated below for convenience.

Going off map (excerpt from p.33)
Ultimately, it's unfeasible for the Game Master to fully map out a one kilometre radius around all mission areas in case players want to push the limits. This doesn't mean leaving is prohibited, however; merely that play becomes more abstract.

Depending on how complicated the immediate area around the game map is, your GM may provide:

- A rough sketch of the surrounding terrain
- A specific, smaller map of your area
- A general description of your position relative to the combat map.

What is important, in any case, is how far you are from the map, which areas you can see (and shoot), and how long it would take you to get back on the board if you had to.

With these considerations in mind, your character will otherwise play out their turn as normal.

CHASES, RACES, AND CONVOYS

Because of their speed, vehicles won't always be tethered to a fixed site that can be easily mapped. The heroes might be on motorcycles chasing a data-runner through narrow streets or escaping Whisper combat drones through an asteroid field in an assault ship.

Whether it's the players fleeing or pursuing, the same rules apply.

A moving setting

The escaping vehicle begins a set distance from the pursuers, based on a range band (e.g., medium range). The GM will describe obstacles coming up. Each of these will require a skill check by the driver of each vehicle (often the *drive* or *pilot* skills, but not always).

If the players are in the escaping vehicle, the GM might provide several alternative routes, requiring different skills or of differing levels of difficulty. In either event, the escaping vehicle always goes first (since it reaches the obstacles first).

Catching up and getting away

A vehicle that succeeds at its *drive* check maintains its speed through the obstacle, one that fails is slowed down.

- If a pursuing vehicle slows down, it falls back a range band. If a pursuing vehicle falls back while already at extreme range, it is considered to have lost contact with the pursuit and is removed from the encounter. If all pursuing vehicles lose contact, the escaping vehicle has gotten away.
- If the escaping vehicle slows down, all pursuing vehicles close in one range band. A pursuing vehicle that closes while already at short range may choose to either pull alongside or overtake the escaping vehicle.

Note that it is entirely possible for a vehicle to catch up on the escaping vehicle's turn but then fall back on its own.

Fighting during chases

Exactly as during a normal engagement, characters can (and should) ram, shoot, and leap between the quickly moving vehicles.

Obviously, all characters must remain in (or on) a vehicle at all times. Any character that gets knocked off will suffer a dangerous fall (see p.54) and be left behind almost instantly (the vehicles will likely be moving at least fifty-squares every round).

Speed Ratings

All vehicles have a speed rating which separates vehicles that are incomparably fast such as a domestic car and a jet fighter.

Vehicles from a higher speed category can never be escaped in a chase scenario, they must be destroyed, disabled, or convinced to abort. Likewise, vehicles from a lower speed rating can never catch a quarry from a higher one, though they might keep pace with them for a while if closed terrain prevents the faster vehicle from properly utilising its speed.

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What about large scale vehicle battles

Wireless Soul Transmission is scaled to small squad-level battles. Fielding a tank company against the Whisper has historically resulted in the Whisper taking over two thirds of your force and then crushing the rest.

That said, this is your game now, if your group want to take the heavy metal approach, go for it.

The easiest way to run a larger vehicle vs vehicle battle is to increase the map scale to 20m x 20m squares. You'll have to come up with your own vehicle speeds, but this shouldn't be too hard: a vehicle moving at 60 km/h would move 5 squares a round.

To adjust the range bands, use the followings

Short Range: 1 square
Medium Range: 5 squares
Long range: Anywhere on the combat map.

ATTACKING VEHICLES

Attack rolls are made against vehicles as normal, and a vehicle defends using the defence skills of its pilot. While they are larger, they're also faster.

A vehicle may only use its cover defence while 'hull down' or otherwise stationary in a specially constructed entrenchment. In all other circumstances, a stationary vehicle presents a large enough target that it may only use the pilot's base defence.

Vehicles ignore blasts from indirect hits, except in the case of the annihilation threshold (more on annihilation thresholds later in this chapter). To count as a direct hit, an attack roll must be against the vehicle's defence and not the square it's occupying.

Armour

Vehicle armour uses the same categories as characters but can also take advantage of some bulkier and heavier materials as well. An expanded armour table has been included below to reflect the additional materials available to vehicles.

Except for weak-points (covered later in this chapter), vehicle armour is consistent regardless of where a vehicle is hit.

EXPANDED ARMOUR HIERARCHY
Padding
Fibreweave
Ceramic
Steel
Composite
Morphmetal
Archite

Because vehicle damage doesn't involve a damage roll (more on this in the next section), there is no practical difference between an AP that defeats an armour and one that simply equals it; both inflict full damage on the vehicle.

Composite

As the name suggests, composite is a mix of materials, layered for optimum protection. In most cases it combines ablative layers (often ceramic tiles) designed to bleed impact by shattering, with semi-flexible layers (polymers, carbonfibres and even metal alloys).

Morphmetal

Morphmetal is an alloy introduced to humanity by the Empire. It has a number of curious elastic properties that make is extremely valuable for vehicle armour. When struck by a projectile on a less than perpendicular angle the material hardens substantially more on the narrower angle, This uneven pressure vastly increases the deflective properties of sloped armour against contemporary penetrating ammunition.

Archite

Archite is the strongest metal yet devised in the Empire. A rigid metal, it breaks before it bends, but nonetheless it has a hardness several orders greater than diamond. The metals internal structure is set at the time of its creation and it cannot be heated and reshaped.

Archite plates are normally set in an overlapping pattern, or tiled on a more elastic material to reduce the amount of energy transmitted into a vehicles frame.

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DAMAGE RESULT

Whether a weapon has enough firepower to damage or even destroy a vehicle is dependent on the weapon's blast radius. A *really* effective sniper rifle might be able to pierce the armour of a star cruiser, but it's unlikely to deal any damage that the ship's crew would even notice. Equally, a cruise missile wouldn't just damage a motorcycle, it would erase all trace of it.

For this reason, all vehicles have two thresholds listed in their profiles: **damage threshold** and **annihilation threshold**.

Hit Locations

Vehicles use their own hit location table. To identify a hit location, you roll an unmodified d20 against the below table:

ROLL	LOCATION
1	Tire/treads
2	Brakes
3	Steering
4	Drive train
5	Hydraulics
6	Targeting System
7	Weapon (defender's choice)
8	Weapon (attacker's choice)
9	Hit transferred to gunner (defender's choice)
10	Hit transferred to gunner (attacker's choice)
11	Hit transferred to crew/passengers
12	Driver sensors
13	Hit transferred to driver
14	Ammo feed (largest weapon)
15	Ammo magazine (largest weapon)
16	Radiator/Cooling system
17	Engine (Damaged)
18	Engine (Destroyed)
19	Fuel tank/Battery (slow leak)
20	Fuel tank/battery (explodes)

You will notice that there are no 'weak points' on this table and accordingly there is no 'weak point table'. Talents that would normally target weak points just use the normal hit location table for vehicles.

A roll may turn up a location that a vehicle does not possess (such as rolling a weapon result on a vehicle that has no weapons or has had its weapons destroyed), in this case, pick the next highest result on the table.

Damage Threshold

Any weapon that involves a blast this size, or larger, is considered to have dealt significant and lasting damage to the vehicle on a direct hit. Roll a hit location; the indicated location is damaged until repaired.

If a vehicle suffers more damage results than its mechanical tolerance score, it is destroyed. Note this doesn't represent a spectacular explosion, the vehicle simply loses all power and grinds to a halt, its weapons useless. Indeed, a vehicle may sustain further damage results, though tracking these is only relevant if one or more characters intend to repair the vehicle.

Some damage results, such as the *fuel tank/battery (explodes)*, may be enough to destroy a vehicle completely in their own right. Others might create longer-term complications, but as with character injuries, your GM will tend to focus on what makes the game more interesting or exciting.

Annihilation Threshold

A vehicle hit by a weapon with a blast equal or larger than its annihilation threshold is blasted into fragments. It is irreparable, and any non-heroic crew are killed instantly. Heroic crew suffer a maiming wound of the same damage type as the weapon that struck the vehicle and are thrown clear.

To be annihilated, at least half of the vehicle must be covered by the blast of the weapon. If less than half of the vehicle is covered, it suffers damage to a single hit location as above.

Engine trauma

Engine trauma occurs when a vehicle is pushed beyond its limits, generally to avoid an even more catastrophic fate. If a player fails a check to avoid driving their car into a crevice full of lava, the GM might allow them to suffer a point of engine trauma and narrowly avoid their fate.

Engine trauma counts as damage towards a vehicle's mechanical tolerance and must be repaired like other damage. If a vehicle has damage equal to its mechanical tolerance, it may not elect to take engine strain and must endure whatever catastrophe it could have otherwise avoided.

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ATTACKING WEAKNESSES

Vehicles don't have fixed weak points as characters do, but they do have weaknesses. A weakness can be anything from thin rear armour to a critical targeting sensor. A vehicle's profile will list what weaknesses, if any, it has.

Locating a weakness

Some weaknesses are listed as *apparent*. These are targetable at any time and represent widely known flaws, such as shooting out the tires on a car.

For other weaknesses, a difficulty is listed and a skill (normally *engineering*) to spot the flaw. A character may make one attempt per round to make this skill check, on success, they may target that weakness in future, even on future instances of the same vehicle (unless a canny enemy upgrade has removed the weakness after the heroes kept exploiting it).

Attacking a Weakness

Unless otherwise specified, a weakness uses the same defence as if you were attacking the vehicle itself but a 1d6 disadvantage is applied to the attack roll.

Effects of hitting a weakness

The vehicle's profile will list the full ramifications of hitting a weakness. Unless specified, no weakness can be hit more than once, and weaknesses do not count to a vehicle's mechanical tolerance unless the attack against them also exceeds the vehicles damage threshold.

Weaknesses that are also hit locations

Sometimes a vehicle will have a weakness that is also on the hit location table, such as the *exposed crew* weakness, which obviously parallels the *hit transferred to crew* hit location.

In such an instance, the weakness can be hit either by directly targeting it (with disadvantage) or by having this result come up on the hit locations table.

Can't all guns harm a domestic car?
Not quite, but mostly yes. In point of fact, with an assault rifle, enough time, and a little luck, you can effectively disable a main battle tank in the real world. That said, shooting out periscopes and sensors on a tank that's tearing the world apart around you is extremely hard to do, not just mechanically, but psychologically.

Then, of course, there is the most important consideration: is it fun? A shootout between heavily armed characters racing through the streets in sports cars at breakneck speed is an exciting setup. That all goes away when both groups immediately disable one another's vehicles by firing bursts of automatic fire into the engine blocks.

Weaknesses are the best way of addressing this. They're easier to hit than the real-world equivalents, but their impacts are often less immediately disabling.

If your group are set on a hardcore simulation, you're welcome to adjust the rules for your game.

The following should give you a good starting point:

- All guns get the LAV property.
- All weaknesses that impose a penalty of some kind now triple that penalty.
- When a character asks to hit a weakness, they first make a normal attack roll against the vehicle (with no disadvantage). If they hit, roll 1d6, and on a 6 they have hit the weakness, on any other result, resolve the hit against the vehicle as normal.
- A character may choose to reroll the d6 weakness roll once, and once only, if one or more of the below apply:
    - *The vehicle is stationary*
    - *The attacking character has 10 or more ranks in the attack skill they're using.*
    - *The vehicle is not designed for absorbing gunfire (i.e., most civilian vehicles)*

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REPAIRING VEHICLES

Repairing damage to a vehicle is simply a matter of time and parts.

Time

Most damage to a vehicle requires an *engineering* effort [25] check to repair.

A character may make a single *engineering* check towards repairing damage each time the party rests. If a character has a full day to make repairs, they may make 4 total checks.

Parts

There are three kinds of parts listed in the equipment section, and to attempt repair, a character must have parts for the correct type of vehicle. The parts are integrated into the vehicle as a part of the repairs, so if a character wants to repair three damaged systems on a car, they must have three sets of vehicle parts.

Salvaging parts

Because the infrastructure to manufacture spare parts is now controlled by the Whisper, salvage is the source of most replacement components.

Salvage is an *engineering* [effort 10] check and yields one set of parts. On most simple machines (an automatic door, for example) this can only be performed once, on more complicated equipment (like a car) it can be repeated three times. If you're trying to salvage from something damaged, the check can be performed one less time than normal.

Note that salvaging any parts from a machine or vehicle immediately disables it.

AIRCRAFT

Aircraft follow the same rules for vehicles except as noted below:

Getting started

Aircraft must spend their first round taking off, gaining the initial height and altitude necessary to perform more advanced manoeuvres. During this process, the aircraft may only use its base defence against incoming attacks.

Landing

Like taking off, an aircraft must devote a full round to landing and may only use their base defence during this action. A character who chooses to exit an aircraft in flight is subject to appropriate (normally lethal) fall damage - see p.54.

Altitude

For simplicity's sake, altitude, is measured in range bands from the ground. After takeoff, aircraft are assumed to take up an altitude that is long range from the ground below. As part of any other move, an aircraft may change its height by one range band.

Non-VTOL aircraft cannot realistically operate at short range altitudes. In extreme circumstances, a character may make the attempt, but a high difficulty *pilot* check will be required.

Crashing

Gravity dictates that aircraft always come back for a landing. Anytime this takes place in less than ideal circumstances, the operator must make a *pilot* check to try and minimise the impact. Your GM will provide a difficulty based on the risk of the landing.

On failure, the aircraft is annihilated.

On success, it suffers 1d6 damage results to random hit locations. All crew must make an *endurance* [20] check or suffer a *shattered* wound to a random hit location.

Strafing runs

Non-VTOL aircraft never appear on a close-combat map unless they're landed. In combat, an aircraft instead performs strafing runs, streaking over the battlefield at high speed and leaving destruction in its wake.

In game terms, the strafing aircraft is considered to be passing over the battlefield every other round (in between it is coming around for another pass). During a round where it is passing overhead, all crew-members may make an attack using the normal rules.

Targeting Strafing Aircraft

Only weapons with the AA property may target strafing aircraft.

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LEVITATION VEHICLES (LEVVS)

Levitation vehicles use Newtonian lattices to suspend their weight, allowing the vehicle to hover at almost any altitude. In handling, they are similar to a twenty-first century Harrier jet or other VTOL aircraft.

The demand for a civilian LEVV led to the development of intelligent fly-by-wire systems that reduced the complexities of three-dimensional flight to a system any driver could handle.

Domestic LEVV flight

A LEVV can either hover just inches off the ground or float hundreds of metres up. Despite their ability to fly, they are not significantly faster than a land vehicle.

Unlike other aircraft, a LEVV is controlled with a character's *drive* skill. The trade-off is:

- The software will not allow the LEVV to nose down, or up, or to roll more than 3 degrees. In order to climb, it simply increases the lift generated by the Newtonian lattice; and it turns like a car rather than a jet.
- The software will not allow the vehicle to fly higher than the medium range band. Without this safety, a LEVV would run out of atmosphere for the driver long before hitting its operating ceiling.
- If the vehicle's wireless connectivity is removed, the intelligent flight controls are disabled. This removes the restrictions but means the *pilot* skill is now used to control the aircraft.

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VEHICLE PROFILES

MOTORCYCLE

Movement type: Wheeled
Speed Rating: 2

Risk Margin: 30
Mechanical Tolerance: 1
Primary Armour: Ceramic (equivalent: actual materials are thin metal and plastics)
Damage Threshold: LAV
Annihilation Threshold: Blast

Crew positions: Driver, one passenger
Access points: This vehicle has no cabin – all positions are accessible from any tile

Weakness - Tires
Difficulty / skill: Apparent
Vulnerable to: All weapons with an AP of at least padding.
Impact: A single gunshot can blow out a tire, inflicting a 2d6 disadvantage on all *drive* checks. This can be repeated once, adding a second 2d6 disadvantage.

Weakness - Visible crew
Difficulty / skill: Apparent
Vulnerable to: Any weapon
Impact: The vehicle's crew are clearly visible and may be targeted separately to the vehicle. When attacking this weakness, roll a normal attack against the crew member of your choice instead of the vehicle.

Description:
These small, single-person conveyances are fast and nimble, but fragile. There is no cabin, and very little fuselage, so weight is minimal which provides an impressive acceleration profile.

For this reason, a character who reaches a motorcycle and still has at least one square of movement remaining, may make a full move using the motorcycle.

WEAPONS

Ram			
AP: Ceramic		**Range:** Melee	
Clipped [1-2]	**Fractured** [3-4]	**Shattered** [5]	**Pulverised** [6]
LAV			

Variants:

LEVV cycle

Used in law enforcement, motorsport, and by rich playboys, this version of the motorcycle can fly using Newtonian lattices. It follows the same rules for domestic LEVV flight and replaces the tires weakness with the primary lift latticework weakness (see the LEVV entry p.183).

CIVILIAN CAR

Movement type: wheeled
Speed Rating: 2

Risk Margin: 30
Mechanical Tolerance: 2
Primary Armour: Ceramic (equivalent: actual materials are thin metal and plastics)
Damage Threshold: LAV
Annihilation Threshold: Blast

Crew positions: Driver, 4 passengers
Access points: four doors, all accessing a single cabin; cargo storage is in a separate compartment accessed from the rear of the vehicle

Weakness - Tires
Difficulty / skill: Apparent
Vulnerable to: all weapons with an AP of at least padding
Impact: a single gunshot can blow out a tire, inflicting a 1d6 disadvantage on all *drive* checks. This can be repeated up to 3 times, adding an extra 1d6 disadvantage each time.

Weakness - Windows
Difficulty / skill: apparent
Vulnerable to: all weapons with an AP of at least padding
Impact: the vehicles crew are clearly visible and may be targeted separately to the vehicle. When attacking this weakness, roll a normal attack against the crew-member of your choice instead of the vehicle.

Description:
The streets of the post-Whisper cities are littered with these vehicles. Once the most fundamental personal transport, they are now tombstones of a bygone era.

WEAPONS

Ram			
AP: Ceramic		**Range:** Melee	
Clipped [1]	**Fractured** [2-3]	**Shattered** [4–5]	**Pulverised** [6]
LAV			

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Variants:

High Performance
Whether this is a high-end model or a more basic car that has been heavily modified, this vehicle is faster, it turns tighter, and it can brake harder. On any checks where performance is an advantage, this vehicle provides 1d6 advantage. Unfortunately, its low clearance means it suffers engine trauma every round that it's driven off-road.

4WD
Designed specifically for off-road enthusiasts, this vehicle has greater clearance, a specialised differential, and of course, four-wheel drive. It grants 1d6 advantage on any off-road checks.

Luxury
While the truly wealthy generally favour LEVVs, there are plenty of aspirants in the middle class for whom such a conveyance remains out of reach. This vehicle may be land-bound, but its elegant lines and lavishly appointed interior echoes the luxury LEVV at a fraction of the cost.

The luxury vehicle grants 1d6 advantage to convince and coerce checks where status is a factor (assuming a clear link between the owner and the vehicle can be established).

CIVILIAN TRUCK

Movement type: wheeled
Speed Rating: 2

Risk Margin: 30
Mechanical Tolerance: 3
Primary Armour: Ceramic (equivalent: actual materials are thin metal and plastics)
Damage Threshold: Blast
Annihilation Threshold: Large blast

Crew positions: Driver, 2 passengers
Access points: Two doors, both accessing a single passenger cabin; cargo storage is in a separate compartment accessed from the rear of the vehicle

Weakness - Tires
Difficulty / skill: Apparent
Vulnerable to: All weapons with an AP of at least padding
Impact: a single gunshot can blow out a tire, inflicting a 1d6 disadvantage on all *drive* checks. This can be repeated up to 3 times, adding an extra 1d6 disadvantage each time.

Weakness - Windows
Difficulty / skill: Apparent
Vulnerable to: All weapons with an AP of at least padding
Impact: The vehicles crew are clearly visible and may be targeted separately to the vehicle. When attacking this weakness, roll a normal attack against the crew member of your choice instead of the vehicle.

Description
Trucks are the capillaries of the economy, delivering small stocks of goods from distribution hubs to the front lines of commerce.

Because they are large and unwieldy, trucks suffer 1d6 disadvantage to all *drive* checks where speed and handling are major factors.

WEAPONS

Ram			
AP: Ceramic		**Range:** Melee	
Clipped	**Fractured**	**Shattered**	**Pulverised**
[1]	**[2]**	**[3–5]**	**[6]**
Considered to have the Blast property for damaging vehicles.			

Variants:

Bus

Sometimes it's people, and not cargo, that needs to be moved. Instead of the normal crew, a bus can seat 50 passengers (and one driver). On these machines, the entire curb-side facing of the bus is a door that slides up onto the roof of the bus to allow quick disembarking. The vehicle's cargo space is in cabinets above the passenger seats.

Construction Vehicles

Cranes, cement mixers, diggers, and more use the truck template as their starting point. It's up to you and your GM to decide exactly how the unique characteristics (such as a crane boom) might affect play.

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LEVV
(LEVITATION VEHICLE)

Movement type: Hover
Speed Rating: 2

Risk Margin: 50
Mechanical Tolerance: 2
Primary Armour: Ceramic (equivalent: actual materials are thin metal and plastics)
Damage Threshold: LAV
Annihilation Threshold: Blast

Crew positions: Driver, 4 passengers
Access points: Two gull-wing doors, both accessing a single cabin; cargo storage is in a separate compartment accessed from the rear of the vehicle

Weakness - Primary Lift latticework
Difficulty / skill: *Engineering* [10]
Vulnerable to: All weapons with an AP capable of defeating the primary armour
Impact: The vehicle is forced to gradually descend (one range band per round) until it reaches a height no greater than 12" off the ground.

Description
While the working-class crawl about the land below, the corporate elite glide by overhead. LEVVs are built to look beautiful and deliver a sublimely smooth ride. An LEVV uses Newtonian lattices to cancel out its weight and provide both stability and propulsion with near zero noise pollution.

The insides are appointed with the finest luxuries – seats are upholstered with supple leather and use subconscious wireless interfacing to adjust padding firmness and position to optimise comfort. The vehicle's hull is painted with polychromatic paint and can be re-coloured on a whim. Windows are heavily tinted and bulletproof.

The luxury vehicle grants 1d6 advantage to convince and coerce checks where status is a factor (assuming a clear link between the owner and the vehicle can be established).

WEAPONS

Ram			
AP: Ceramic		**Range:** Melee	
Clipped [1]	**Fractured [2-3]**	**Shattered [4–5]**	**Pulverised [6]**
LAV			

Variants:

Stretch LEVV

This elongated version of the classic LEVV places the driver, and one passenger, in a forward cabin, separated by privacy glass from the passenger cabin. The larger passenger cabin seats six in complete luxury.

The stretched LEVV's damage threshold is blast, and its annihilation threshold is large blast.

Bulletproof

Increases the primary armour to steel. This variant can also be found in tandem with the stretch variant.

ARVIE – ARTICULATED VEHICLE

Movement type: Bipedal
Speed Rating: 1 (5 tiles per round)

Risk Margin: 50
Mechanical Tolerance: 3
Primary Armour: Steel
Damage Threshold: Blast
Annihilation Threshold: Large Blast

Crew positions: Pilot
Access points: Cabin accessed from a hatch on the top of the shoulders.

Weakness – Windows (reinforced)
Difficulty / skill: Apparent
Vulnerable to: All weapons with an AP of at least ceramic
Impact: The vehicles pilot is clearly visible and may be targeted separately to the vehicle. When attacking this weakness, roll a normal attack against the crew member of your choice instead of the vehicle.

Weakness - Exposed servos
Difficulty / skill: *Engineering* [15]
Vulnerable to: LAV weapons
Impact: The servos that drive the arms and legs can be directly targeted, disabling the respective joint. This can be hit four times in total (once for each limb)

Description:
The affectionately known Arvies are 5m tall hunch-backed industrial machines of roughly humanoid design. Manufactured with slight design differences by many different companies, the Arvie was once almost

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ubiquitous and even the arrival of strength enhancing augmentations has not entirely dislodged this popular workhorse.

Arvies have a built in ANI and can be operated unmanned for simple repetitive tasks (logging, shifting heavy loads) or manned for more sophisticated work (salvage, disaster rescue). While most modern Arvies are DNI piloted, many older models were never upgraded and use glove based haptic interfaces.

The Arvie's forearms are modular pods that can be fitted with a wide variety of different tools, from familiar human hands to clamps, saws, drills and even a variety of custom built equipment cobbled together by innovative work crews.

WEAPONS

Fists/Clamps

AP: Ceramic **Range:** Melee

Clipped [1]	Fractured [2]	Shattered [3–4]	Pulverised [5–6]

Smash and grab: If the Arvie makes a successful attack with its hands (or clamps), the victim suffers damage and then must make an immediate *react* [10] check or be grabbed. As a free action, the Arvie may repeat this damage on a grabbed character each round without rolling to hit.

Damage to the arm, or an opposed *force* check as a simple action, will cause the Arvie to release its victim.

Industrial Cutting tools

AP: Steel **Range:** Melee

Grazed	Lacerated [1-2]	Crippled [3–4]	Cleaved [5–6]

LAV

Carving: Against an immobilised target (eg one held in place by the Arvie's other hand), the Arvie may select its hit location.

So long as the target remains held in place, the Arvie may repeat the damage to the same location each round without rolling and may choose to increase either the AP, or the wound, by one category each round.

Industrial Strength

While using the Arvie the pilot may perform force checks as though they had a +10 modifier.

Variants:

Cosmonaut

The Cosmonaut is an Arvie configuration for space vessel salvage and SAR. In addition to being pressure sealed and shielded against the background radiation of space, the Cosmonaut uses an array of microthrusters to achieve fairly precise movement in zero gravity.

TACTIVE – LIGHT TACTICAL VEHICLE

Movement type: Wheeled
Speed Rating: 2

Risk Margin: 50
Mechanical Tolerance: 3
Primary Armour: Steel
Damage Threshold: LAV
Annihilation Threshold: Blast

Crew positions: Driver, 3 passengers, gunner
Access points: Four doors access the single main cabin; a hatch in the roof allows entry/egress as well as housing the gunner position.

Weakness - Weak armour: top
Difficulty / skill: *Engineering* [15]
Vulnerable to: Armour is one category weaker on the top of the vehicle (ceramic).
Impact: A special attack roll is not necessary, a character benefits from this anytime they attack the vehicle from more than 45 degrees above the horizon.

Weakness - Exposed gunner
Difficulty / skill: Apparent
Vulnerable to: All weapons
Impact: If the gunner is manning the pintle mounted weapon directly an attacker may choose to make an attack against them instead of the vehicle.
Note that the gunner can also use the gun remotely (see description).

Description:

From the ubiquitous WWII jeep onward, the need for light utility transports in warfare has never gone away. The tactive is the newest generation of this concept and both the HPDF and the zaibatsu maintained large inventories of them.

While the tactive is intended for use behind friendly lines, it is also built to survive an ambush by irregular troops. It's sides and windows are armoured against most rifle-fire, it's run-flat tires cannot be shot out with small arms and a mixture of blast funnels and false floors mean it is not noticeably more vulnerable to attacks by mines.

Tactives come in a number of variants, but the base model includes a 1.5 ton cargo capacity and a pintle mounted pulse gun. While this weapon can be manually operated, it also supports remote operation

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via registered DNI. Remote operation limits the gunner's visibility to the sightlines of a small camera mounted on the gun, but it allows the operator to employ the weapon from relative safety within or behind the vehicle.

Tactives are not environmentally sealed, but are able to ford rivers up to 1.5m deep.

WEAPONS

Ram			
AP: Steel		**Range:** Melee	
Clipped [1]	**Fractured** [2-3]	**Shattered** [4–5]	**Pulverised** [6]
LAV			

Pulse Gun			
AP: Steel		**Range:** Medium	
Clipped [1]	**Fractured** [2–3]	**Shattered** [4–5]	**Pulverised** [6]
Autofire only, LAV, first 2 autofire attacks always trigger additional autofire attacks.			

Variants:

Anti-Tank Tactive

In place of the light pulse gun, this variant has a four-shot rocket launcher. The default method for operating the rocket pod is by DNI, but a backup control system is mounted in the ceiling accessible from the back seats of the vehicle.

Rocket Pack			
AP: Advanced Composite		**Range:** Long	
Singed [1]	**Burned** [2–4]	**Charred** [5]	**Immolated** [6]
Blast (15), ripple fire (4) Ripple fire – This weapon has four shots. Recoil attacks may fire anywhere between one round and all remaining ammo. Blast templates from multiple shots must either overlap or share a common edge, and each receives its own attack roll.			

Holo-tac

Designed for the HPDFs special forces, the holotac is a base model tactive with a programmable holographic skin. This cannot turn the vehicle invisible, but it can make the tactive appear to be a domestic truck or other vehicle less likely to be immediately identified as military in nature.

Hostile Environment Upgrade

The HEU is a base tactive that has been environmentally sealed. It sacrifices a half ton of cargo space for an oxygen recycler and tanks. As the vehicle has no airlock all passengers must be suited for EVA before any vehicle door is opened.

The HEU tactive can survive pressures from hard vacuum up to 100 atmospheres (a little over the surface pressure on Venus). Assuming a normal crew, the HEU's oxygen recyclers can keep the cabin oxygenated indefinitely.

Medevac

To facilitate its function as an ambulance, this variant removes the gun and changes the crew compliment to: driver, paramedic, four wounded on stretchers. *Death of a hero* checks and *medical* checks made to heal serious wounds receive 1d6 advantage in a medevac.

William Kwan (Quiz - 36187234)

PARTING WORDS

Once... once we were kings. We owned the land. We conquered the sky, and we contemptuously went beyond even that.

Now we are rats.

We scurry building to building, eyes always cast up for the spine-crushing boot. Every bite we take, we fear poison, and every loud noise makes us cower. An infestation in this house the Whisper has taken from us.

Ah but you can't see it. Not really, not here in the arcology where thin walls hold out the present and we live like the lost: meaninglessly echoing our past. That is why you must go out. You must visit their settlements, fight with them even though you are not yet ready. You must scurry, little mouse, scurry and strive, and learn for once the true meaning of fear.

And once you have done this, once you are ready: you will show them that we were kings, and that we will be again. They will follow you because it is in your blood as it is in theirs.

You are the royalty of the sword, and when your time comes, there will be no stopping you.

AWETECH-0

William Kwan (Order #36487234)

APPENDIX I

CHARACTER CREATION

BUILDING YOUR HERO

Following are step by step directions to make your character manually.

STEP 1 – GET A CHARACTER SHEET

Your character sheet is your record of your hero and their traits, skills, and talents. Everything we determine in the following steps will be recorded on this sheet.

Ultimately, your character sheet can be as formal or informal as you and your friends are comfortable with, but for the purposes of this rulebook, we'll assume you're using the formal character sheet we designed.

There's a printable copy in appendix II.

Note that the character sheet has two pages, an **Adventuring Page** and a **Combat Page**. It also helps if you can print them in colour, for we've coloured the different sections to make it easy for new players.

ADVENTURING PAGE

COMBAT PAGE

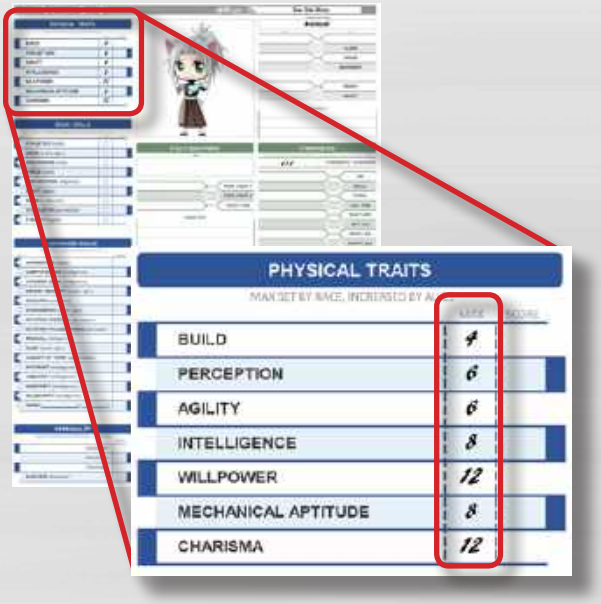
STEP 2 – FILL IN THE BASE HUMAN DETAILS

In *Wireless Soul Transmission*, all player characters are human.

You can find more details on the Human Species on p.66, but the details needed for character creation are repeated below:

Physical Trait maximums
Humanity's physical trait maximums are:

TRAIT	MAXIMUM
Build	4
Perception	6
Agility	6
Intelligence	8
Willpower	12
Mech. Apt.	8
Charisma	12



Enter these into the MAX column on your character sheet.

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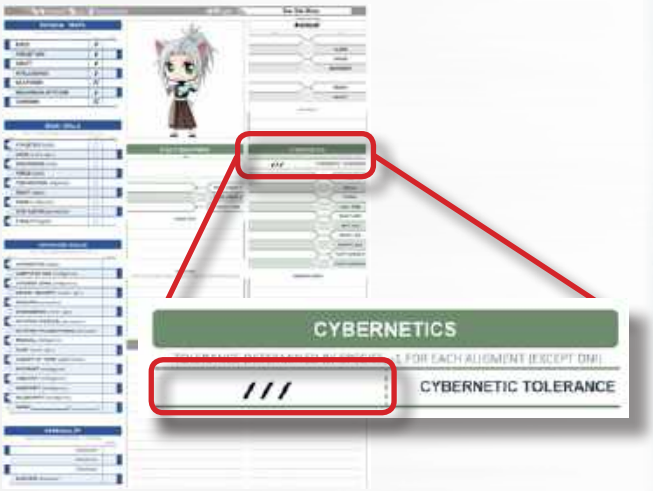
Cybernetic Tolerance

Cybernetic tolerance is how many cybernetic augments a species can sustain before their nervous system goes into shock.

A human may not have more than **3** cybernetic enhancements.

You can record this in the green section of the adventuring sheet next to cybernetic tolerance.



STEP 3 – DETERMINE PHYSICAL TRAITS

Your first choice is to assign your character's physical traits such as **build** and **agility**.

Physical traits affect all your character's skills and what talents they can learn. Higher is better, but remember that you can increase low traits later on.

You can find the physical traits listed in the blue section in the top left of the **Adventure Page**.

What Traits should be highest?
Different traits will serve different character concepts better. You can find more about the traits on p.67 but broadly:

- Build, Perception and Agility relate the most directly to combat. Most characters should be competitive in at least one of these.
- Intelligence and Mechanical Aptitude (Mech. Apt.) are for tasks involving tech, like computers and vehicles.
- Willpower affects talents and the capacity to resist the whisper.

Physical Trait Scores

1. Roll 1d4 + 4 and write the result in the SCORE column for Charisma
2. Roll 2d4 and write the result in the SCORE column for the trait you would like to be strongest.
3. Roll 1d4 four times and assign the results, one each, to any remaining trait.
4. One box will remain empty, being your characters weakest trait. Fill a 0 in for this score.

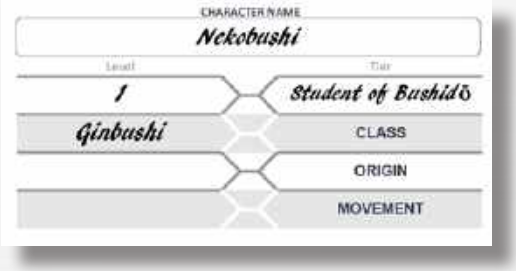
Note on Racial Maximums – If the roll you wish to assign exceeds the maximum, you may still assign a score up to the maximum for that trait. Points over that maximum should be noted separately as maximums can be increased (by augmentation for example) and when this occurs those remaining points are placed immediately into the trait.

If, for example, you attempted to assign an 8 to Perception, you would write 6 into the score box and record '2 perception overrun' in the notes section of your character sheet. If the same character later installed an Armsmaster Firecontrol augment, these 2 points would be immediately added to the perception score.

William Kwan (Order #36487234)

STEP 4 – PICK YOUR CLASS

Select your class from Part IV - Your Character p.63. Write this in the top right of the **Adventure Page** where indicated. You can also fill in your level (1) and tier (which comes from the top of your class benefits table)



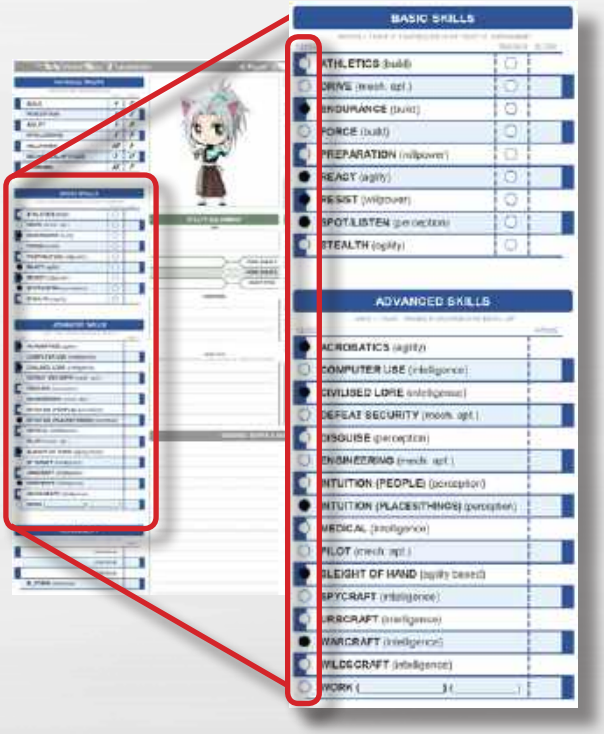
STEP 5 – MARK YOUR CLASS SKILLS

Your class will have a table like the below listed in its chapter.

WEAPON SKILLS	BASIC SKILLS	ADVANCED SKILLS
Aim	Endurance	Acrobatics
Snapshot	React	Civilised Lore
Melee	Resist	Intuition (places/ things)
	Spot/Listen	Sleight of Hand
		Warcraft

Mark your skills in the appropriate sections on both the **Adventure Page** and **Combat Page**.

A small circle appears on the left of each skill, shade in the circle for each class skill.



Note that the weapons skills only appear on the **Combat Page** (in red) while some (not all) of the Basic and Advanced skills are repeated on both.

William Kwan (Quiz - 36187234)

STEP 6 – PICK YOUR ORIGIN

Each class offers a number of different origins, these origins explain how they came by their abilities and sets up their starting equipment.

The following sections will explain how to record different skills, talents, and gear on your character sheets. If you come across a step for something that is not included in your origin, simply skip it.

Also note there is a place to record the name of your origin in the top right of the adventure skill (just under where you wrote in class previously).

How do I choose an Origin?
The GM will endeavour to weave elements of your character's origin story into the game your group plays, so it's important to choose something you find compelling. Many of the specifics in the origin stories are left intentionally ambiguous, so don't be afraid to discuss specifics, or even changes with your GM.

In general don't let the starting gear and skills govern your choice, while these set a starting point you will soon gain new gear, more advancement points and can easily set a new direction for your character.

STEP 7 – PHYSICAL TRAIT INCREASES

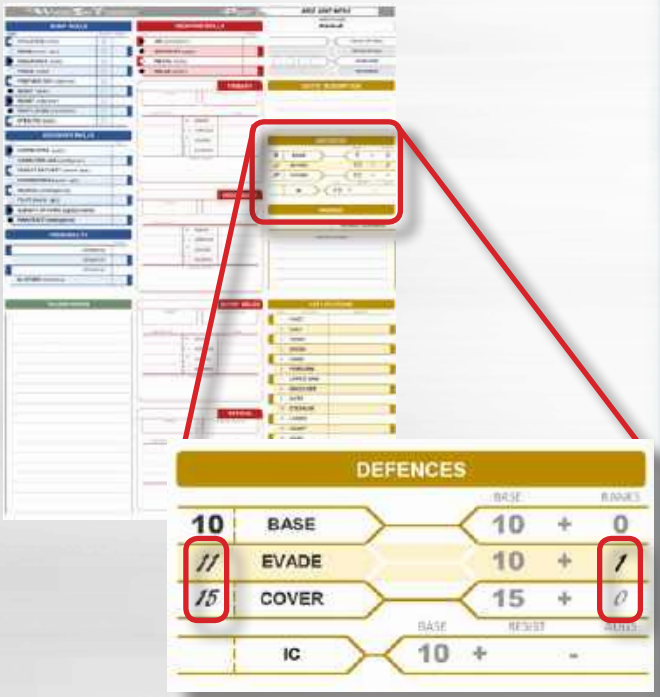
If your class includes an increase to a physical trait (e.g., +1 build) simply add this value to the existing score you wrote during Step 3.

If an origin increase pushes a trait past its maximum, refer to the 'Note on Racial Maximums' from Step 3.

STEP 8 – DEFENCE INCREASES

COVER and EVADE are the two main defences, and you may receive an increase to one of these from your origin. Find the defences section in yellow on the combat sheet:

The increase is placed in the RANKS column for the defence. You can also fill in the total at this point.



William Kwan (Order #36487234)

STEP 9 – BASIC SKILLS

Find the basic skills section as you did at Step 5 and fill in the TRAINED column for any skill your origin awards.

This is also a good time to calculate the totals. For basic skills that are trained you can write the SCORE as equivalent to their governing physical trait (that's the one written in brackets after the skill name).

Untrained skills are equivalent to half their governing trait (rounded down).

BASIC SKILLS		
ATHLETICS (build)	○	0
DRIVE (mech. apt.)	○	0
ENDURANCE (build)	○	0
FORCE (build)	○	0
PREPARATION (willpower)	○	1
REACT (agility)	●	6
RESIST (willpower)	○	1
SPOT/LISTEN (perception)	○	1
STEALTH (agility)	○	3

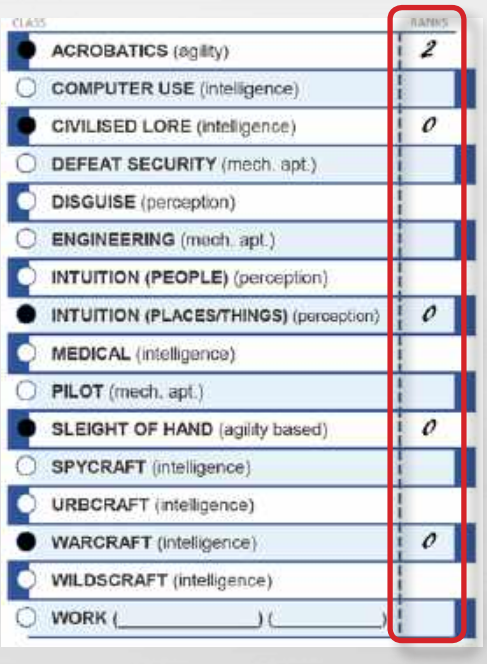
STEP 10 – ADVANCED SKILLS AND WEAPON SKILLS

Advanced skills will always specify the rank that's being awarded. Simply write that rank number into the SCORE for the skill.

You cannot have an advanced skill that is higher than it's governing physical trait. If your Origin provides more points in a skill then you can assign, record this overrun separately just as you did for Step 3.

We also like to write in '0's for our class skills that don't have ranks as this makes them easier to find.

Weapons skills follow exactly the same process (noting the weapons skills only appear on the **Combat Page**).



ACROBATICS (agility)	2
COMPUTER USE (intelligence)	
CIVILISED LORE (intelligence)	0
DEFEAT SECURITY (mech. apt.)	
DISGUISE (perception)	
ENGINEERING (mech. apt.)	
INTUITION (PEOPLE) (perception)	
INTUITION (PLACES/THINGS) (perception)	0
MEDICAL (intelligence)	
PILOT (mech. apt.)	
SLEIGHT OF HAND (agility based)	0
SPYCRAFT (intelligence)	
URBCRAFT (intelligence)	
WARCRAFT (intelligence)	0
WILDSCRAFT (intelligence)	
WORK (_____) (_____)	

William Kwan (Order #36187234)

STEP 11 – TALENTS

Many origins provide a starting talent. A description will either be included under the origin directly (for unique talents) or under the benefit sections for your class.

You can record some of these details in the green section of the **Combat Page**. For non-combat talents, or talents you use less often in combat, there is more space in the grey section at the bottom of the adventure page.

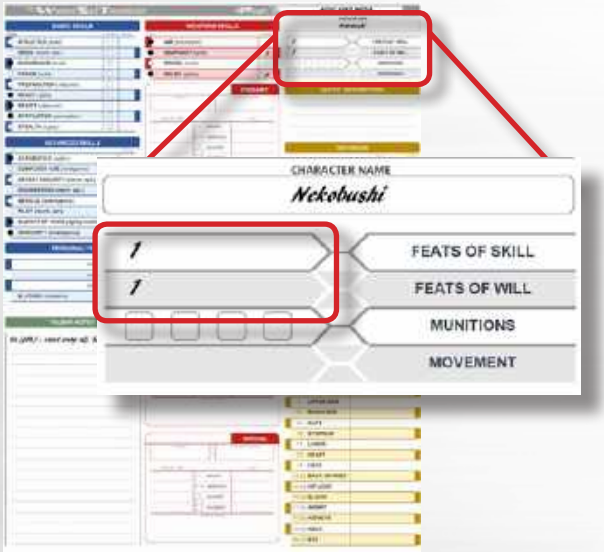
Exactly how much detail you need to write will vary from player to player, but it should be enough that you can use the talent in normal circumstances without having to look it up.

At a minimum, we recommend writing the name of the talent, and what page it appears on in the *Play Guide*, so you can find it easily later.

STEP 12 – FEATS

A character's feats are listed in the top right of **Combat Page**. Simply note the number provided by your origin.

You might also want to use this space to track how many you've used, so consider leaving some space.



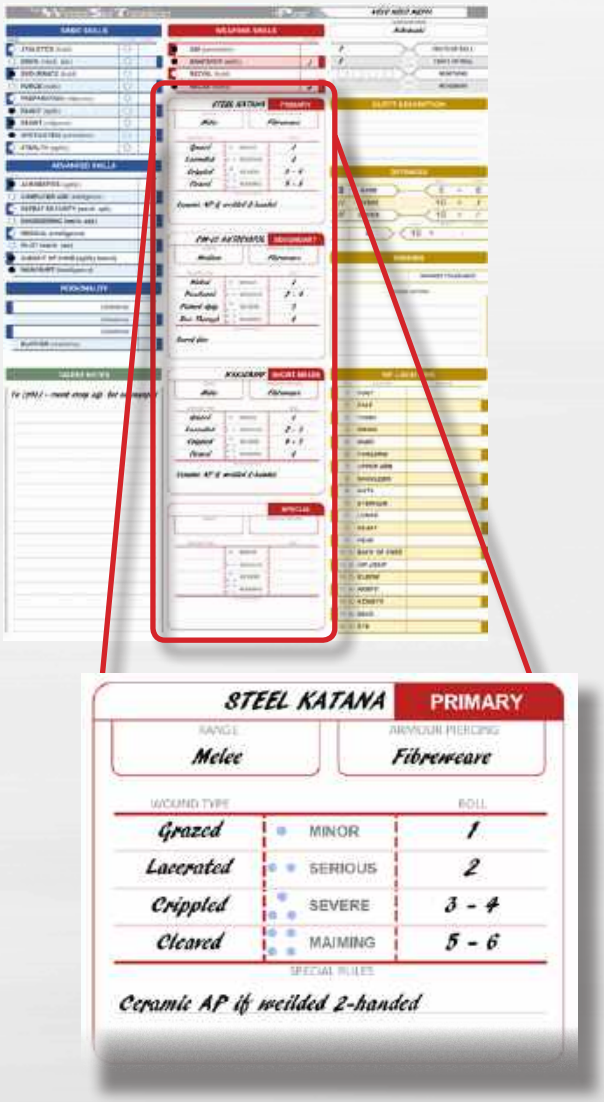
William Kwan (Order #36487234)

STEP 13 – WEAPONS

If you read just past the itemised list of your character's origin perks, you will see a section providing details for their gear. These include a template like the below:

Steel Katana			Primary
Range: Melee		**AP**: Fibreweave	
Grazed	**Lacerated**	**Crippled**	**Cleaved**
[1]	**[2]**	**[3–4]**	**[5–6]**
When wielded with two hands, the AP can be upgraded to ceramic.			

The word in the top right (in this example 'primary') is the slot type and it will match up with one of the weapons boxes on the **Combat Page**. Simply transcribe the details from the template to the weapons box.



More on Weapon Slots
Most weapons types can go into multiple different slots and there is more information in the weapons section on p.146 regarding this.

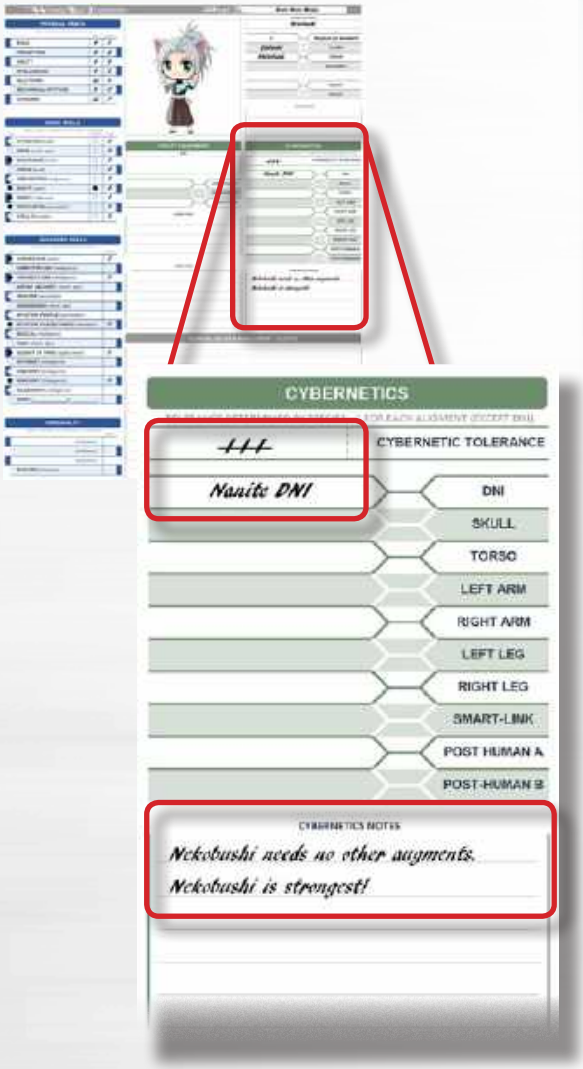
If you're just starting out it's probably simplest to put each weapon in the slot it matches up with.

William Kwan (Order: 36187234)

STEP 14 – AUGMENTATIONS

All characters except disconnected will start with at least a Type I Direct Neural Interface, but cybernetics can impact a range of different areas.

To begin with, fill in the name of the augmentation in the appropriate slot in the top right of the **Adventure Page**.



Cybernetic Tolerance

Except for the DNI, all augmentations reduce a character's cybernetic tolerance.

Since ginbushi can't have any augmentations (besides their nanites), this example character has crossed off all their tolerance points now.

Special Abilities

While many augmentations simply increase stats and stat maximums, there are others that can allow the user to fly or turn invisible or other impressive feats.

There is also a notes section beneath the list where you can include details necessary for implementing these augmentations.

IC Impact

Besides DNIs, most augmentations have a negative impact on a character's IC defence, and this will be noted in their description. On the **Combat Page** IC is listed under the other defences (the ones you entered at Step 8).

This is also a good time to copy over the score from your *Resist* basic skill which will allow you to get your total IC defence.

While our example ginbushi can't equip additional augmentations, all ginbushi suffer -1 to their IC defence for each class tier so we have included this here.

Augment Physical Trait Bonuses

Many augmentations increase physical traits, generally providing a small bonus to the score and a larger one to the maximum. Use these details to update the physical traits section you filled in at Step 3.

Also, don't forget that your basic skills are linked to your physical traits, so you may need to increase some of those as well.

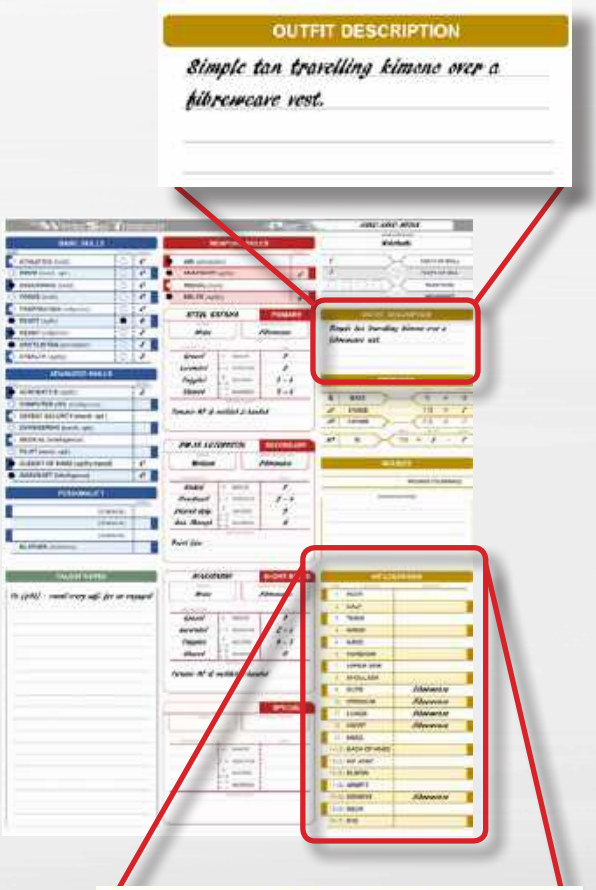
Armour

Depending on their material, your augmentations may provide better protection than your armour. The next step will show you how to add armour to your character. When following that step, be sure to use the best material for each location, whether it comes from your augments or your outfit.

William Kwan (Order #36487234)

STEP 15 – OUTFITS AND ARMOUR

Sketch out some quick details about your character's outfit in the space provided on the **Combat Page**. This can be as simple as just the name of the armour, or you can add your own elaborate flair to the outfit. Provided you don't change the actual armour materials and coverage areas, the exact design of your outfit is entirely up to you.



When outfits do include armour, the outfit will have an entry in our origin's gear description.

The italics just under the outfits name will indicate a material and a number of body locations. Some will include a second material with its own list.

You can find a full list of your character's body locations in the yellow area at the bottom of the **Combat Page**.

Simply list the material next to the body location mentioned.

In the event that multiple armour types affect the same location (suppose you have cybernetics and body armour), only the best armour applies to the section. For more information on the armour tiers refer to p.143.

HIT LOCATIONS

ROLL	LOCATION	ARMOUR
1	FOOT	
2	CALF	
3	THIGH	
4	GROIN	
5	HAND	
6	FOREARM	
7	UPPER ARM	
8	SHOULDER	
9	GUTS	*Fibremeare*
10	STERNUM	*Fibremeare*
11	LUNGS	*Fibremeare*
12	HEART	*Fibremeare*
13	HEAD	
14 (1)	BACK OF KNEE	
15 (2)	HIP JOINT	
16 (3)	ELBOW	
17 (4)	ARMPIT	
18 (5)	KIDNEYS	*Fibremeare*
19 (6)	NECK	
20 (7)	EYE	

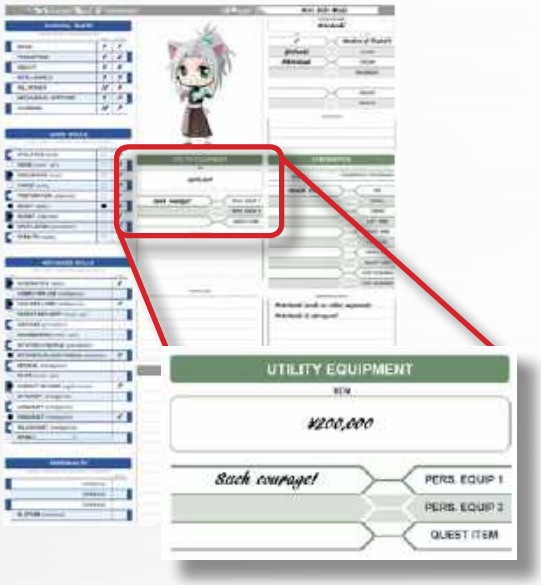
William Kwan (Order #36187234)

STEP 16 – YEN AND OTHER ITEMS

Most origins have some starting Yen and there is a box where you can fill this in on the **Adventure Page.**

If your character has another piece of utility equipment, such as flash grenades or a data slate, place it in one of the personal equipment slots just below the yen listing.

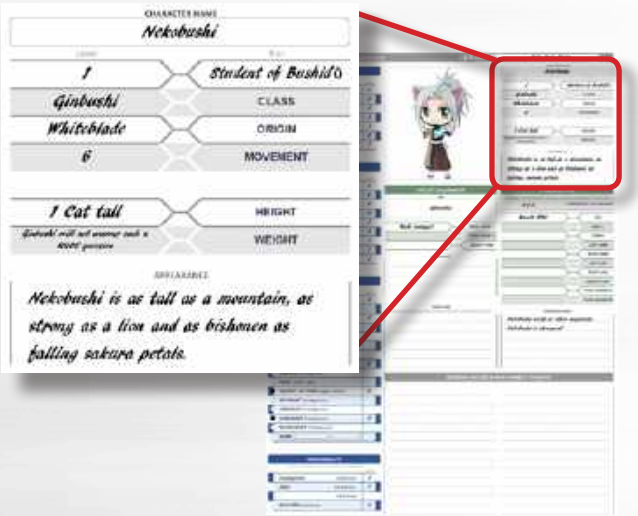
You can also use the general notes section at the bottom of the sheet to make any extra notes about your gear.

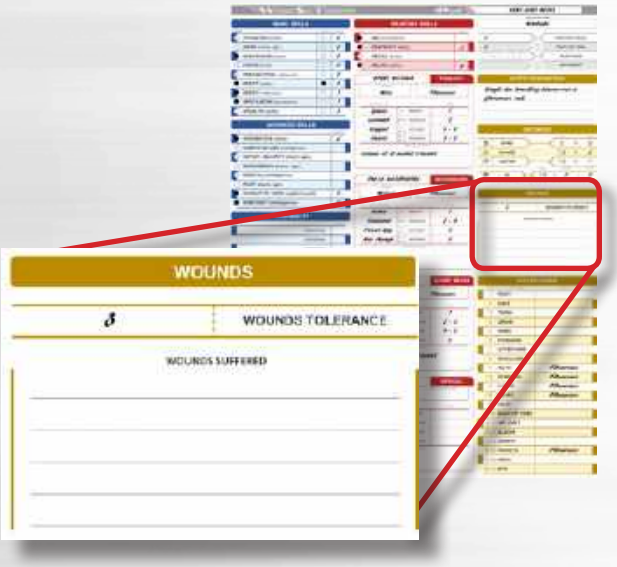


STEP 17 – VITAL SCORES

Fill in the following derived scores:

- Movement Speed: In the top right corner of both pages. Your character's movement speed is equal to 5, plus 1 for every 4 points of agility.
- Wounds Tolerance: A character's Wound Tolerance is listed just below the weapons boxes on the **Combat Page**. This value should be 3, plus 1 for every 4 points of build.
- Name/Height/weight and general appearance are all cosmetic fields you can fill in on your **Adventure Sheet**.



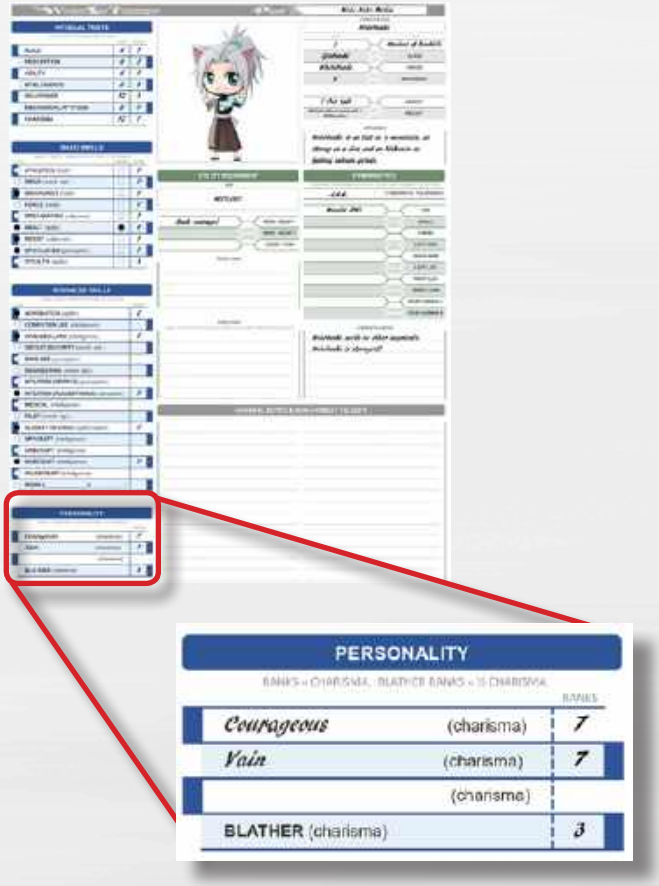


William Kwan (Order #36487234)

STEP 18 – PICK YOUR CONVERSATIONAL TRAITS

Every character gains three conversational traits, one Virtue, one Vice and the 'Blather' skill. Detailed descriptions can be found in Conversations and Coercion, p.126.

VIRTUE	VICE
Academic	Brawler
Assertive	Casino Royalty
Compassionate	Better-than-Life
Courageous	Den of Cards
Cultured	Gullible
Genuine	Lives for Luxury
Humble	One for the Road
Noble	A Sip of Brandy
Prudent	Slave to the Beat
Quick-witted	Socialite
	Vanity
	(Wo)maniser



You can record your choices at the bottom of the skills list on the **Adventure Page**.

The score for your Virtue and Vice are always equal to your charisma, i.e., as though it were a basic skill and you were trained.

The Blather skill is always ½ your charisma - as though it were an untrained basic skill.

STEP 19 – SPEND YOUR EXTRA ADVANCEMENT POINTS

Every origin provides a few advancement points. You can use these to increase traits, skills, and buy new talents. Exactly what you can purchase, and how much it costs, is listed in the chapter for your class under 'levelling up.'

Since you start out as a level 1 character, you can only buy benefits from the first tier.

Note: humans may also purchase the *social beings* talent which is listed on p.66.

Also keep in mind that you need not spend all your advancement points now, you may save some for purchasing later – perhaps more expensive – benefits.

William Kwan (Quno) 36187234

APPENDIX II

PRINTABLE RESOURCES

William Kwan (Order #36487234)

Wireless Soul Transmission

Player:

PHYSICAL TRAITS

MAX SET BY RACE, INCREASED BY AUGS

	MAX	SCORE
BUILD		
PERCEPTION		
AGILITY		
INTELLIGENCE		
WILLPOWER		
MECHANICAL APTITUDE		
CHARISMA		

BASIC SKILLS

RANKS = TRAIT IF TRAINED OR ½ OF TRAIT IF UNTRAINED

CLASS	TRAINED	SCORE
ATHLETICS (build)	○	
DRIVE (mech. apt.)	○	
ENDURANCE (build)	○	
FORCE (build)	○	
PREPARATION (willpower)	○	
REACT (agility)	○	
RESIST (willpower)	○	
SPOT/LISTEN (perception)	○	
STEALTH (agility)	○	

ADVANCED SKILLS

MAX = TRAIT. RANKS PURCHASED AT LEVEL UP

CLASS	RANKS
ACROBATICS (agility)	
COMPUTER USE (intelligence)	
CIVILISED LORE (intelligence)	
DEFEAT SECURITY (mech. apt.)	
DISGUISE (perception)	
ENGINEERING (mech. apt.)	
INTUITION (PEOPLE) (perception)	
INTUITION (PLACES/THINGS) (perc)	
MEDICAL (intelligence)	
PILOT (mech. apt.)	
SLEIGHT OF HAND (agility)	
SPYCRAFT (intelligence)	
URBCRAFT (intelligence)	
WARCRAFT (intelligence)	
WILDSCRAFT (intelligence)	
WORK (_____) (_____)	

PERSONALITY

RANKS = CHARISMA. BLATHER RANKS = ½ CHARISMA

	RANKS
(charisma)	
(charisma)	
(charisma)	
BLATHER (charisma)	

CHARACTER NAME

Level

Tier

CLASS

ORIGIN

MOVEMENT

HEIGHT

WEIGHT

APPEARANCE

UTILITY EQUIPMENT

¥EN

PERS. EQUIP 1

PERS. EQUIP 2

QUEST ITEM

MINOR ITEMS

HOME STASH

HOME STASH ITEMS CAN BE ACCESSED BY ROLLING A PREPARATION CHECK

CYBERNETICS

TOLERANCE DETERMINED BY SPECIES, -1 FOR EACH AUGMENT (EXCEPT DNI)

CYBERNETIC TOLERANCE

DNI

SKULL

TORSO

LEFT ARM

RIGHT ARM

LEFT LEG

RIGHT LEG

SMART-LINK

POST HUMAN A

POST-HUMAN B

CYBERNETICS NOTES

GENERAL NOTES & NON-COMBAT TALENTS

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

CHARACTER NAME

BASIC SKILLS

CLASS	TRAINED	RANKS
ATHLETICS (build)		
DRIVE (mech. apt.)		
ENDURANCE (build)		
FORCE (build)		
PREPARATION (willpower)		
REACT (agility)		
RESIST (willpower)		
SPOT/LISTEN (perception)		
STEALTH (agility)		

ADVANCED SKILLS

CLASS	RANKS
ACROBATICS (agility)	
COMPUTER USE (intelligence)	
DEFEAT SECURITY (mech. apt.)	
ENGINEERING (mech. apt.)	
MEDICAL (intelligence)	
PILOT (mech. apt.)	
SLEIGHT OF HAND (agility)	
WARCRAFT (intelligence)	

PERSONALITY

	RANKS
(charisma)	
(charisma)	
(charisma)	
BLATHER (charisma)	

WEAPONS SKILLS

CLASS	RANKS
AIM (perception)	
SNAPSHOT (agility)	
RECOIL (build)	
MELEE (agility)	

PRIMARY

RANGE | ARMOUR PIERCING

WOUND TYPE	ROLL
MINOR	
SERIOUS	
SEVERE	
MAIMING	

SPECIAL RULES

SECONDARY

RANGE | ARMOUR PIERCING

WOUND TYPE	ROLL
MINOR	
SERIOUS	
SEVERE	
MAIMING	

SPECIAL RULES

SHORT MELEE

RANGE | ARMOUR PIERCING

WOUND TYPE	ROLL
MINOR	
SERIOUS	
SEVERE	
MAIMING	

SPECIAL RULES

SPECIAL

RANGE | ARMOUR PIERCING

WOUND TYPE	ROLL
MINOR	
SERIOUS	
SEVERE	
MAIMING	

SPECIAL RULES

FEATS OF SKILL

FEATS OF WILL

MUNITIONS

MOVEMENT

OUTFIT DESCRIPTION

DEFENCES

		BASE		RANKS
5	BASE	5	+	0
	EVADE	10	+	
	COVER	15	+	

	BASE	RESIST	AUGS
IC	10	+	-

WOUNDS

WOUNDS TOLERANCE

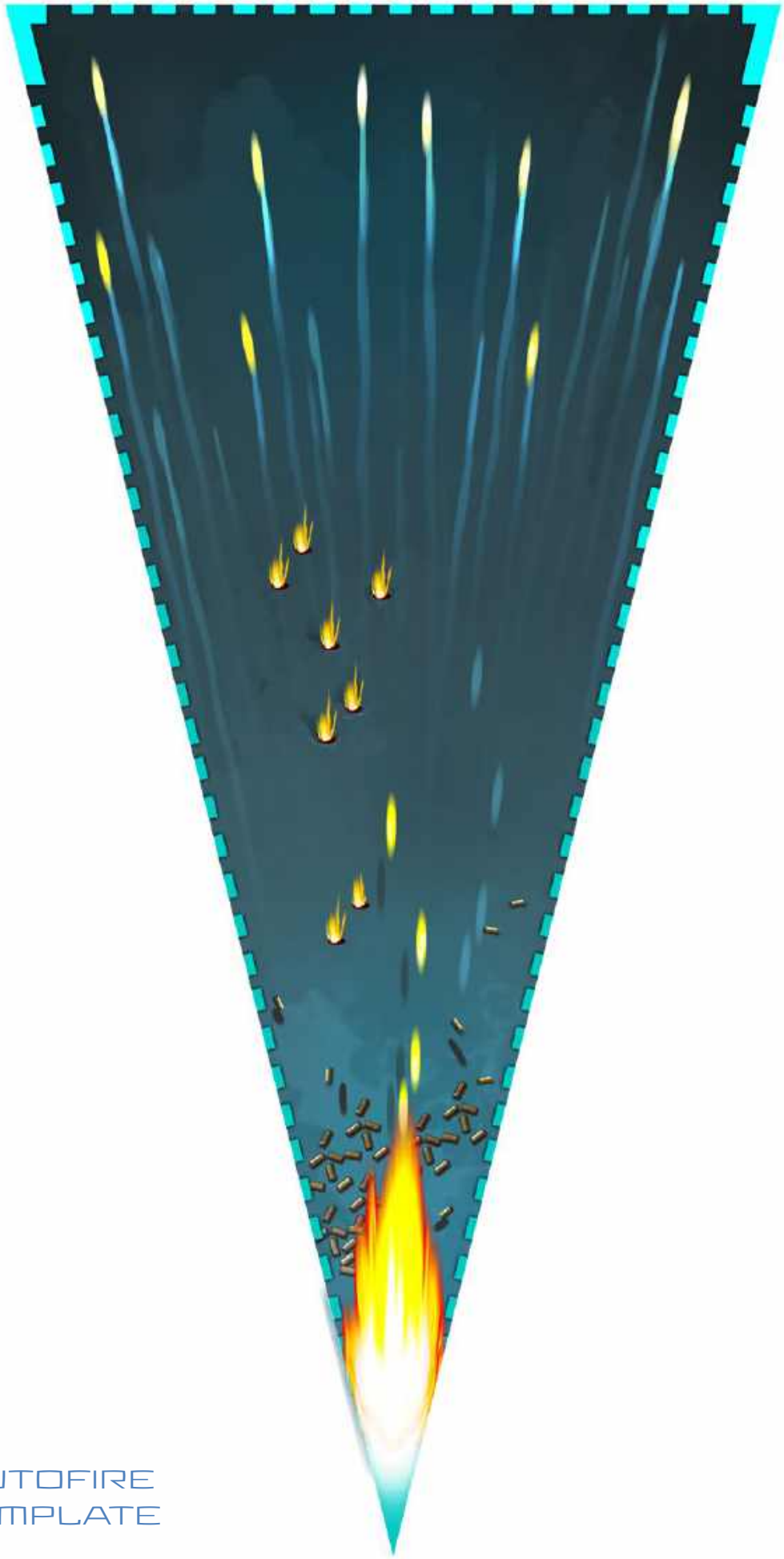
WOUNDS SUFFERED

TALENT NOTES

HIT LOCATIONS

ROLL	LOCATION	ARMOUR
1	FOOT	
2	CALF	
3	THIGH	
4	GROIN	
5	HAND	
6	FOREARM	
7	UPPER ARM	
8	SHOULDER	
9	GUTS	
10	STERNUM	
11	LUNGS	
12	HEART	
13	HEAD	
14 (1)	BACK OF KNEE	
15 (2)	HIP JOINT	
16 (3)	ELBOW	
17 (4)	ARMPIT	
18 (5)	KIDNEYS	
19 (6)	NECK	
20 (7)	EYE	

William Kwan (Order : 36487234)



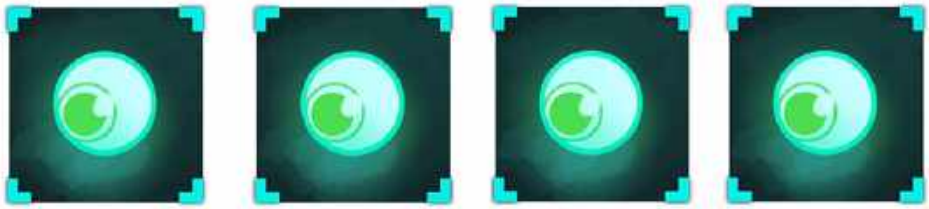
AUTOFIRE
TEMPLATE

William Kwan (Order : 36487234)

BLAST TEMPLATE

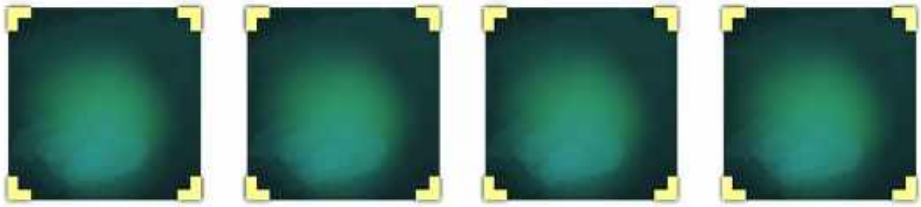
DECOY MARKER

DRONE MARKER



AMMO CRATE MARKER

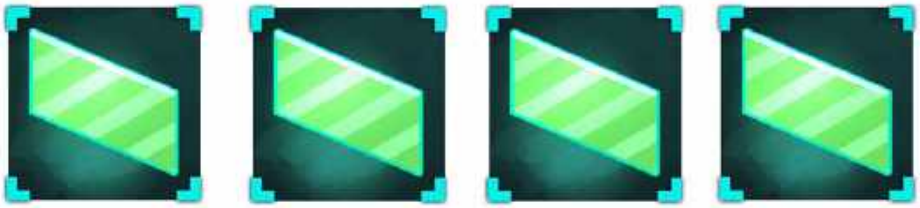
SPARE MARKER



William Kwan (Order : 36487234)

LARGE BLAST TEMPLATE

WALL MARKER VER. 1



WALL MARKER VER. 2

William Kwan (Order : 36487234)

APPENDIX III

READY-TO-PLAY CHARACTERS

William Kwan (Order #36487234)

Wireless Soul Transmission — Player:

PHYSICAL TRAITS

MAX SET BY RACE, INCREASED BY AUGS

	MAX	SCORE
BUILD	4	4
PERCEPTION	6	6
AGILITY	6	6
INTELLIGENCE	8	3
WILLPOWER	12	1
MECHANICAL APTITUDE	8	0
CHARISMA	12	7

BASIC SKILLS

RANKS = TRAIT IF TRAINED OR ½ OF TRAIT IF UNTRAINED

CLASS		TRAINED	SCORE
●	ATHLETICS (build)	○	2
○	DRIVE (mech. apt.)	○	0
○	ENDURANCE (build)	○	2
○	FORCE (build)	○	2
●	PREPARATION (willpower)	○	0
○	REACT (agility)	○	3
○	RESIST (willpower)	○	0
●	SPOT/LISTEN (perception)	●	6
●	STEALTH (agility)	○	3

ADVANCED SKILLS

MAX = TRAIT. RANKS PURCHASED AT LEVEL UP

CLASS		RANKS
○	ACROBATICS (agility)	
○	COMPUTER USE (intelligence)	
○	CIVILISED LORE (intelligence)	
○	DEFEAT SECURITY (mech. apt.)	
●	DISGUISE (perception)	0
○	ENGINEERING (mech. apt.)	
●	INTUITION (PEOPLE) (perception)	0
●	INTUITION (PLACES/THINGS) (perc)	0
●	MEDICAL (intelligence)	2
○	PILOT (mech. apt.)	
○	SLEIGHT OF HAND (agility)	
○	SPYCRAFT (intelligence)	
○	URBCRAFT (intelligence)	
○	WARCRAFT (intelligence)	
●	WILDSCRAFT (intelligence)	3
○	WORK (_____) (_____)	

PERSONALITY

RANKS = CHARISMA. BLATHER RANKS = ½ CHARISMA

	RANKS
HUMBLE (charisma)	7
ONE FOR THE ROAD (charisma)	7
BLATHER (charisma)	3

CHARACTER NAME

FLYNT D. CANTON

Level	Tier
1	SURVIVALIST
DISCONNECTED	CLASS
WOODSMAN	ORIGIN
6	MOVEMENT

167cm (5'6")	HEIGHT
Slight	WEIGHT

APPEARANCE

A relatively small man in his late twenties with a quiet disposition. He has several long scars on his neck and face that suggest a serious animal attack.

UTILITY EQUIPMENT

¥EN

¥2,000 (~equiv $20)

SURVIVAL KIT	PERS. EQUIP 1
	PERS. EQUIP 2
	QUEST ITEM

MINOR ITEMS

HOME STASH

HOME STASH ITEMS CAN BE ACCESSED BY ROLLING A PREPARATION CHECK

CYBERNETICS

TOLERANCE DETERMINED BY SPECIES, -1 FOR EACH AUGMENT (EXCEPT DNI)

CYBERNETIC TOLERANCE

	DNI
	SKULL
	TORSO
	LEFT ARM
	RIGHT ARM
	LEFT LEG
	RIGHT LEG
	SMART-LINK
	POST HUMAN A
	POST-HUMAN B

CYBERNETICS NOTES

GENERAL NOTES & NON-COMBAT TALENTS

Before the Shatter Canton only wanted to help others, but this guided him into some poor decisions. His family were opportunity criminals and not above using him to help in their activities. A short stint in prison for breaking and entering meant his scholarship application to the medical program at Glade and Burton University was declined. Unable to pursue his dream, Canton left Aratayo behind.

After several interim jobs he found a place in the Ecology Management Service - a government department responsible for managing Hansei's unique blend of Earth and native plants and animals. During orientation Canon demonstrated impressive marksmanship and was made a field agent responsible for culling, tagging and recovering animals for study.

In between expeditions he cross trained on search and rescue and basic medicine (with a focus on both animals and people)

When the Shatter hit, all Eco-service agents with training were called back to the city. By the time Canton arrived things had fallen apart almost completely. Here his survival skills and rudimentry medical knowledge saved countless lives.

Canton has no longterm plans and no permanent home. He lives in the moment, going from settlement to settlement and lending his aid wherever it is needed.

SURVIVAL KIT - contains snares, water purification sachets, utility knife and some basic rations. Sustain myself and four others for in any wilderness environment.

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

CHARACTER NAME: FLYNT D. CANTON

BASIC SKILLS

CLASS	TRAINED	RANKS
ATHLETICS (build)	○	2
DRIVE (mech. apt.)	○	0
ENDURANCE (build)	○	2
FORCE (build)	○	2
PREPARATION (willpower)	○	0
REACT (agility)	○	3
RESIST (willpower)	○	0
SPOT/LISTEN (perception)	●	6
STEALTH (agility)	○	3

ADVANCED SKILLS

CLASS	RANKS
ACROBATICS (agility)	
COMPUTER USE (intelligence)	
DEFEAT SECURITY (mech. apt.)	
ENGINEERING (mech. apt.)	
MEDICAL (intelligence)	2
PILOT (mech. apt.)	
SLEIGHT OF HAND (agility)	
WARCRAFT (intelligence)	

PERSONALITY

	RANKS
HUMBLE (charisma)	7
ONE FOR THE ROAD (charisma)	7
BLATHER (charisma)	3

WEAPONS SKILLS

CLASS	RANKS
AIM (perception)	5
SNAPSHOT (agility)	0
RECOIL (build)	0
MELEE (agility)	0

TERRA ANTIQUA — PRIMARY

RANGE	ARMOUR PIERCING
LONG	CERAMIC

WOUND TYPE		ROLL
NICKED	MINOR	1
PUNCTURED	SERIOUS	2
PIERCED DEEPLY	SEVERE	3 - 5
SHOT THROUGH	MAIMING	6

SPECIAL RULES

TWO-HANDED

SECONDARY

RANGE	ARMOUR PIERCING

WOUND TYPE		ROLL
	MINOR	
	SERIOUS	
	SEVERE	
	MAIMING	

SPECIAL RULES

SHORT MELEE

RANGE	ARMOUR PIERCING

WOUND TYPE		ROLL
	MINOR	
	SERIOUS	
	SEVERE	
	MAIMING	

SPECIAL RULES

SPECIAL

RANGE	ARMOUR PIERCING

WOUND TYPE		ROLL
	MINOR	
	SERIOUS	
	SEVERE	
	MAIMING	

SPECIAL RULES

☐	FEATS OF SKILL
☐	FEATS OF WILL
☐ ☐ ☐ ☐	MUNITIONS
6	MOVEMENT

OUTFIT DESCRIPTION

Durable all weather clothes with eco-service markings. Includes a Windbreaker and pants with thick layers of tear resistant padding and insulation. Wears a hand-made medical cross on his shoulder

DEFENCES

		BASE		RANKS
5	BASE	5	+	0
10	EVADE	10	+	0
16	COVER	15	+	1

		BASE		RESIST		AUGS
N/A	IC	10	+	0	-	0

WOUNDS

/ 4 WOUNDS TOLERANCE

WOUNDS SUFFERED

TALENT NOTES

I DON'T THINK IT SAW US: Once per round turn a failed stealth check into a success, provided the failing character remains still until the end of their next turn.

HIT LOCATIONS

ROLL	LOCATION	ARMOUR
1	FOOT	PADDING
2	CALF	PADDING
3	THIGH	PADDING
4	GROIN	PADDING
5	HAND	PADDING
6	FOREARM	PADDING
7	UPPER ARM	PADDING
8	SHOULDER	PADDING
9	GUTS	PADDING
10	STERNUM	PADDING
11	LUNGS	PADDING
12	HEART	PADDING
13	HEAD	
14 (1)	BACK OF KNEE	PADDING
15 (2)	HIP JOINT	PADDING
16 (3)	ELBOW	PADDING
17 (4)	ARMPIT	PADDING
18 (5)	KIDNEYS	PADDING
19 (6)	NECK	PADDING
20 (7)	EYE	

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

PHYSICAL TRAITS

MAX SET BY RACE, INCREASED BY AUGS

	MAX	SCORE
BUILD	4	0
PERCEPTION	6	5
AGILITY	6	4
INTELLIGENCE	8	4
WILLPOWER	12	5
MECHANICAL APTITUDE	8	4
CHARISMA	12	7

BASIC SKILLS

RANKS = TRAIT IF TRAINED OR ½ OF TRAIT IF UNTRAINED

CLASS	TRAINED	SCORE
○ ATHLETICS (build)	○	0
○ DRIVE (mech. apt.)	○	2
○ ENDURANCE (build)	○	0
○ FORCE (build)	○	0
○ PREPARATION (willpower)	○	2
● REACT (agility)	○	2
○ RESIST (willpower)	○	2
● SPOT/LISTEN (perception)	●	5
● STEALTH (agility)	○	2

ADVANCED SKILLS

MAX = TRAIT. RANKS PURCHASED AT LEVEL UP

CLASS	RANKS
○ ACROBATICS (agility)	0
● COMPUTER USE (intelligence)	1
○ CIVILISED LORE (intelligence)	
● DEFEAT SECURITY (mech. apt.)	2
● DISGUISE (perception)	1
○ ENGINEERING (mech. apt.)	
○ INTUITION (PEOPLE) (perception)	
○ INTUITION (PLACES/THINGS) (perc)	
○ MEDICAL (intelligence)	
○ PILOT (mech. apt.)	
● SLEIGHT OF HAND (agility)	1
● SPYCRAFT (intelligence)	1
○ URBCRAFT (intelligence)	1
○ WARCRAFT (intelligence)	
○ WILDSCRAFT (intelligence)	
○ WORK (_____) (_____)	

PERSONALITY

RANKS = CHARISMA. BLATHER RANKS = ½ CHARISMA

	RANKS
WOMANISER (charisma)	7
QUICK-WITTED (charisma)	7
BLATHER (charisma)	3

CHARACTER NAME

CHARLIE McANALLY

Level: 1	Tier: HACKER
NETWORK GHOST	CLASS
AGENT FOR HIRE	ORIGIN
6	MOVEMENT
175 cm (5'7")	HEIGHT
Skinny	WEIGHT

APPEARANCE

A tenacious metabolism means she perpetually looks underfed, which she will happily use to ply others for food or favour, if her bright smile doesn't win them over first.

UTILITY EQUIPMENT

¥EN

¥20,000 (~equiv $200

ZIP CUFFS	PERS. EQUIP 1
LOCKPICKS	PERS. EQUIP 2
	QUEST ITEM

MINOR ITEMS

HOME STASH

HOME STASH ITEMS CAN BE ACCESSED BY ROLLING A PREPARATION CHECK

BUGGING KIT

CYBERNETICS

TOLERANCE DETERMINED BY SPECIES, -1 FOR EACH AUGMENT (EXCEPT DNI)

CYBERNETIC TOLERANCE

TYPE II DNI	DNI
TRACKERS EYE AUGMENT	SKULL
	TORSO
	LEFT ARM
	RIGHT ARM
	LEFT LEG
	RIGHT LEG
	SMART-LINK
	POST HUMAN A
	POST-HUMAN B

CYBERNETICS NOTES

TRACKERS EYE - 1d6 advantage on spot/listen on checks relating to tracking or investigation.

GENERAL NOTES & NON-COMBAT TALENTS

Charlie didn't really deal with other people before the Shatter, not real people. She preferred digital people: humanity at it's most obscure and pure - on the Wireless. She made a very good living lifting the veils of digital lives and was adept at getting people to see exactly what they wanted in her. On the Wireless you could be anything and if you were good enough that was all anyone would see: Charlie was very good. From her modest apartment she felt like she ruled the glistening city she barely ever stepped out into. Invisible to her enemies, radiant to her admirers and all in the comfort of her pjs. The Shatter hit her hard, killed her network and most of the people she'd known, but experience evading the many traps and snares of the Wireless meant the Whisper was less of a threat and more of a challenger. Charlie hates it and she'll often do things just to spite it, but she's always careful, and people seem to think it's very brave (or crazy). As for those people? Charlie still isn't used to being around them, but she figured out pretty quick that they're almost as easy to read as their code. She's figured out how to get most of them to believe anything she says and more importantly, give her anything she needs.

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

CHARACTER NAME: CHARLIE McANALLY

BASIC SKILLS

CLASS		TRAINED	RANKS
○	ATHLETICS (build)	○	0
○	DRIVE (mech. apt.)	○	2
○	ENDURANCE (build)	○	0
○	FORCE (build)	○	0
○	PREPARATION (willpower)	○	2
●	REACT (agility)	○	2
○	RESIST (willpower)	○	2
●	SPOT/LISTEN (perception)	●	5
●	STEALTH (agility)	○	2

ADVANCED SKILLS

CLASS		RANKS
○	ACROBATICS (agility)	
○	COMPUTER USE (intelligence)	
○	DEFEAT SECURITY (mech. apt.)	
○	ENGINEERING (mech. apt.)	
○	MEDICAL (intelligence)	
○	PILOT (mech. apt.)	
○	SLEIGHT OF HAND (agility)	
○	WARCRAFT (intelligence)	

PERSONALITY

	RANKS
WOMANISER (charisma)	7
QUICK-WITTED (charisma)	7
BLATHER (charisma)	3

WEAPONS SKILLS

CLASS		RANKS
●	AIM (perception)	2
○	SNAPSHOT (agility)	0
○	RECOIL (build)	0
●	MELEE (agility)	0

PRIMARY

RANGE:

ARMOUR PIERCING:

WOUND TYPE		ROLL
	● MINOR	
	●● SERIOUS	
	●●● SEVERE	
	●●● MAIMING	

SPECIAL RULES:

UNMARKED LIGHT PISTOL — SECONDARY

RANGE: SHORT

ARMOUR PIERCING: ●● FIBREWEAVE

WOUND TYPE		ROLL
NICKED	● MINOR	1
PUNCTURED	●● SERIOUS	2 - 4
PIERCED DEEPLY	●●● SEVERE	5
SHOT THROUGH	●●● MAIMING	6

SPECIAL RULES:

CONCEALABLE, SILENCER

SHORT MELEE

RANGE:

ARMOUR PIERCING:

WOUND TYPE		ROLL
	● MINOR	
	●● SERIOUS	
	●●● SEVERE	
	●●● MAIMING	

SPECIAL RULES:

SPECIAL

RANGE:

ARMOUR PIERCING:

WOUND TYPE		ROLL
	● MINOR	
	●● SERIOUS	
	●●● SEVERE	
	●●● MAIMING	

SPECIAL RULES:

	FEATS OF SKILL
☐ ☐	FEATS OF WILL
☐ ☐ ☐ ☐	MUNITIONS
6	MOVEMENT

OUTFIT DESCRIPTION

PI OUTFIT - If you're going to be a private investigator after the apocalypse, it pays to be identifiable. The faded trench coat, the well-used fedora, it shows people what they expect to see.

DEFENCES

		BASE		RANKS
5	BASE	5	+	0
11	EVADE	10	+	1
15	COVER	15	+	0

		BASE		RESIST		AUGS
10	IC	10	+	2	-	2

WOUNDS

/ 3 WOUNDS TOLERANCE

WOUNDS SUFFERED

TALENT NOTES

SIX SECOND LIE - Defeat a targets IC defence to add a six second fiction to a target character's immediate memory .See P 104 for full details.

HIT LOCATIONS

ROLL	LOCATION	ARMOUR
1	FOOT	
2	CALF	
3	THIGH	
4	GROIN	
5	HAND	
6	FOREARM	
7	UPPER ARM	
8	SHOULDER	
9	GUTS	
10	STERNUM	
11	LUNGS	
12	HEART	
13	HEAD	● PADDING
14 (1)	BACK OF KNEE	
15 (2)	HIP JOINT	
16 (3)	ELBOW	
17 (4)	ARMPIT	
18 (5)	KIDNEYS	
19 (6)	NECK	● PADDING
20 (7)	EYE	● PADDING

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

PHYSICAL TRAITS

MAX SET BY RACE, INCREASED BY AUGS

	MAX	SCORE
BUILD	4	0
PERCEPTION	6	3
AGILITY	6	3
INTELLIGENCE	8	7
WILLPOWER	12	3
MECHANICAL APTITUDE	8	4
CHARISMA	12	8

BASIC SKILLS

RANKS = TRAIT IF TRAINED OR ½ OF TRAIT IF UNTRAINED

CLASS		TRAINED	SCORE
○	ATHLETICS (build)	○	0
●	DRIVE (mech. apt.)	●	4
○	ENDURANCE (build)	○	0
●	FORCE (build)	○	0
○	PREPARATION (willpower)	○	1
○	REACT (agility)	○	1
●	RESIST (willpower)	○	1
●	SPOT/LISTEN (perception)	○	1
○	STEALTH (agility)	○	1

ADVANCED SKILLS

MAX = TRAIT. RANKS PURCHASED AT LEVEL UP

CLASS		RANKS
○	ACROBATICS (agility)	
●	COMPUTER USE (intelligence)	2
●	CIVILISED LORE (intelligence)	0
○	DEFEAT SECURITY (mech. apt.)	
○	DISGUISE (perception)	
●	ENGINEERING (mech. apt.)	1
●	INTUITION (PEOPLE) (perception)	0
○	INTUITION (PLACES/THINGS) (perc)	
○	MEDICAL (intelligence)	
●	PILOT (mech. apt.)	1
○	SLEIGHT OF HAND (agility)	
○	SPYCRAFT (intelligence)	
○	URBCRAFT (intelligence)	
○	WARCRAFT (intelligence)	
○	WILDSCRAFT (intelligence)	
○	WORK (_____) (_____)	

PERSONALITY

RANKS = CHARISMA. BLATHER RANKS = ½ CHARISMA

	RANKS
COMPASSIONATE (charisma)	8
VAIN (charisma)	8
BLATHER (charisma)	4

CHARACTER NAME

SERGIO PROTZMAN

Level	Tier
1	E-SECURITY OFFICER
SYSTEM GUARDIAN	CLASS
GUARDIAN OF THE PEOPLE	ORIGIN
5	MOVEMENT

178cm (5'10")	HEIGHT
ATHLETIC	WEIGHT

APPEARANCE

Long dark hair with an immaculately trimmed beard and mustache.

UTILITY EQUIPMENT

¥EN

¥ 20,000 (~equiv $200)

	PERS. EQUIP 1
	PERS. EQUIP 2
	QUEST ITEM

MINOR ITEMS

HOME STASH

HOME STASH ITEMS CAN BE ACCESSED BY ROLLING A PREPARATION CHECK

CYBERNETICS

TOLERANCE DETERMINED BY SPECIES, -1 FOR EACH AUGMENT (EXCEPT DNI)

/ 3 — CYBERNETIC TOLERANCE

TYPE II DNI	DNI
	SKULL
	TORSO
	LEFT ARM
	RIGHT ARM
	LEFT LEG
	RIGHT LEG
	SMART-LINK
	POST HUMAN A
	POST-HUMAN B

CYBERNETICS NOTES

GENERAL NOTES & NON-COMBAT TALENTS

It is I, Sergio Protzman! Fear not for I am here to rescue you! Do not give me that look, Sergio Protzman has rescued many people! Some... some people... soon... soon Sergio will rescue some people, and then Sergio will be famous! Indeed he is here rescuing you right now, is he not? Is this not enough? You might doubt my valour now, but not later though, then you will tell many stories of Sergio Protzman's magnificient rescue.

William Kwan (Order: 36487234)

Wireless Soul Transmission — Player:

CHARACTER NAME: SERGIO PROTZMAN

BASIC SKILLS

CLASS		TRAINED	RANKS
○	ATHLETICS (build)	○	0
●	DRIVE (mech. apt.)	●	4
○	ENDURANCE (build)	○	0
●	FORCE (build)	○	0
○	PREPARATION (willpower)	○	1
○	REACT (agility)	○	1
●	RESIST (willpower)	○	1
●	SPOT/LISTEN (perception)	○	1
○	STEALTH (agility)	○	1

ADVANCED SKILLS

CLASS		RANKS
○	ACROBATICS (agility)	
●	COMPUTER USE (intelligence)	2
○	DEFEAT SECURITY (mech. apt.)	
●	ENGINEERING (mech. apt.)	1
○	MEDICAL (intelligence)	
●	PILOT (mech. apt.)	1
○	SLEIGHT OF HAND (agility)	
○	WARCRAFT (intelligence)	

PERSONALITY

	RANKS
COMPASSIONATE (charisma)	8
VAIN (charisma)	8
BLATHER (charisma)	4

WEAPONS SKILLS

CLASS		RANKS
●	AIM (perception)	1
●	SNAPSHOT (agility)	2
○	RECOIL (build)	
○	MELEE (agility)	

IA K-8 SUBMACHINEGUN — PRIMARY

RANGE	ARMOUR PIERCING
MEDIUM	CERAMIC

WOUND TYPE		ROLL
NCIKED	MINOR	1
PUNCTURED	SERIOUS	2 - 4
PIERCED DEEPLY	SEVERE	5
SHOT THROUGH	MAIMING	6

SPECIAL RULES

BURST FIRE, TWO-HANDED, +1d6 advantage to snapshot instead of aim.

SECONDARY

RANGE	ARMOUR PIERCING

WOUND TYPE		ROLL
	MINOR	
	SERIOUS	
	SEVERE	
	MAIMING	

SPECIAL RULES

SHORT MELEE

RANGE	ARMOUR PIERCING

WOUND TYPE		ROLL
	MINOR	
	SERIOUS	
	SEVERE	
	MAIMING	

SPECIAL RULES

SPECIAL

RANGE	ARMOUR PIERCING

WOUND TYPE		ROLL
	MINOR	
	SERIOUS	
	SEVERE	
	MAIMING	

SPECIAL RULES

☐	FEATS OF SKILL
☐	FEATS OF WILL
☐ ☐ ☐ ☐	MUNITIONS
	MOVEMENT

OUTFIT DESCRIPTION

Black and crimson motorcycle leathers. These won't stop a bullet, but the same padding the protects from skidding on pavement at high speed will also reduce blows from angry lost.

DEFENCES

		BASE		RANKS
5	BASE	5	+	0
10	EVADE	10	+	0
16	COVER	15	+	1

		BASE		RESIST		AUGS
11	IC	10	+	1	-	0

WOUNDS

/ 3	WOUNDS TOLERANCE

WOUNDS SUFFERED

TALENT NOTES

WALL PROGRAM (Simple action) - Create a wall 4m (2 tiles) long. All connected cannot pass through, see through or shoot through the wall. Lasts until the end of the encounter.

HIT LOCATIONS

ROLL	LOCATION	ARMOUR
1	FOOT	PADDING
2	CALF	PADDING
3	THIGH	PADDING
4	GROIN	PADDING
5	HAND	PADDING
6	FOREARM	PADDING
7	UPPER ARM	PADDING
8	SHOULDER	PADDING
9	GUTS	PADDING
10	STERNUM	PADDING
11	LUNGS	PADDING
12	HEART	PADDING
13	HEAD	
14 (1)	BACK OF KNEE	PADDING
15 (2)	HIP JOINT	PADDING
16 (3)	ELBOW	PADDING
17 (4)	ARMPIT	PADDING
18 (5)	KIDNEYS	PADDING
19 (6)	NECK	PADDING
20 (7)	EYE	

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

PHYSICAL TRAITS

MAX SET BY RACE, INCREASED BY AUGS

	MAX	SCORE
BUILD	8	8
PERCEPTION	6	0
AGILITY	6	3
INTELLIGENCE	8	3
WILLPOWER	12	4
MECHANICAL APTITUDE	8	4
CHARISMA	12	5

BASIC SKILLS

RANKS = TRAIT IF TRAINED OR ½ OF TRAIT IF UNTRAINED

CLASS		TRAINED	SCORE
●	ATHLETICS (build)	○	4
●	DRIVE (mech. apt.)	○	2
●	ENDURANCE (build)	○	4
●	FORCE (build)	●	8
●	PREPARATION (willpower)	○	2
○	REACT (agility)	○	1
○	RESIST (willpower)	○	2
○	SPOT/LISTEN (perception)	○	0
○	STEALTH (agility)	○	1

ADVANCED SKILLS

MAX = TRAIT. RANKS PURCHASED AT LEVEL UP

CLASS		RANKS
○	ACROBATICS (agility)	
○	COMPUTER USE (intelligence)	
○	CIVILISED LORE (intelligence)	
●	DEFEAT SECURITY (mech. apt.)	0
○	DISGUISE (perception)	
●	ENGINEERING (mech. apt.)	0
○	INTUITION (PEOPLE) (perception)	
○	INTUITION (PLACES/THINGS) (perc)	
●	MEDICAL (intelligence)	0
●	PILOT (mech. apt.)	2
○	SLEIGHT OF HAND (agility)	
○	SPYCRAFT (intelligence)	
○	URBCRAFT (intelligence)	
●	WARCRAFT (intelligence)	0
○	WILDSCRAFT (intelligence)	
○	WORK (_____) (_____)	

PERSONALITY

RANKS = CHARISMA. BLATHER RANKS = ½ CHARISMA

	RANKS
BETTER THAN LIFE (charisma)	5
COURAGEOUS (charisma)	5
BLATHER (charisma)	2

CHARACTER NAME

RACHEL WINTERS

Level	Tier
1	Enhanced Human
Augmented	CLASS
War Veteran	ORIGIN
5	MOVEMENT

190cm (6'3")	HEIGHT
Athletic	WEIGHT

APPEARANCE

A giant of a woman in her thirties with shock white hair in a military crew-cut.

UTILITY EQUIPMENT

¥EN

¥ 2,000 (~eqiv. $20)

	PERS. EQUIP 1
	PERS. EQUIP 2
	QUEST ITEM

MINOR ITEMS

HOME STASH

HOME STASH ITEMS CAN BE ACCESSED BY ROLLING A PREPARATION CHECK

CYBERNETICS

TOLERANCE DETERMINED BY SPECIES, -1 FOR EACH AUGMENT (EXCEPT DNI)

2 / 4	CYBERNETIC TOLERANCE

TYPE I DNI	DNI
	SKULL
	TORSO
ITM ADJUDICATOR	LEFT ARM
	RIGHT ARM
	LEFT LEG
	RIGHT LEG
	SMART-LINK
TRACKER GUN	POST HUMAN A
	POST-HUMAN B

CYBERNETICS NOTES

Tracker gun counts as always equiped. Can attack in melee and on a 10+ get an attack from the tracker gun per dual weilding rules.

GENERAL NOTES & NON-COMBAT TALENTS

Rachel Winters was a dedicated member of the Hansei Planetary Defence Force, and a lieutenant at the time of the shatter. Her platoon was led into a trap by a commander using the callsign 'Dancer'. Maybe this was just inept leadership, maybe it was the Whisper, but either way Winters was the only member of her unit to escape that trap.

In the years since Winters has become known as an indispensable mercenary, coolly rational even in the face of staggering odds. Although she has found a stable place in the world she continues to feel that original call to arms: defend the city, stop the Whisper. If only she could figure out how.

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

CHARACTER NAME: RACHEL WINTERS

BASIC SKILLS

CLASS		TRAINED	RANKS
●	ATHLETICS (build)	○	4
●	DRIVE (mech. apt.)	○	2
●	ENDURANCE (build)	○	4
●	FORCE (build)	●	8
●	PREPARATION (willpower)	○	2
○	REACT (agility)	○	1
○	RESIST (willpower)	○	2
○	SPOT/LISTEN (perception)	○	0
○	STEALTH (agility)	○	1

ADVANCED SKILLS

CLASS		RANKS
○	ACROBATICS (agility)	
○	COMPUTER USE (intelligence)	
●	DEFEAT SECURITY (mech. apt.)	0
●	ENGINEERING (mech. apt.)	0
●	MEDICAL (intelligence)	0
●	PILOT (mech. apt.)	2
○	SLEIGHT OF HAND (agility)	
●	WARCRAFT (intelligence)	0

PERSONALITY

	RANKS
BETTER THAN LIFE (charisma)	5
COURAGEOUS (charisma)	5
BLATHER (charisma)	2

WEAPONS SKILLS

CLASS		RANKS
○	AIM (perception)	0
●	SNAPSHOT (agility)	1
●	RECOIL (build)	2
●	MELEE (agility)	0

PRIMARY

RANGE:
ARMOUR PIERCING:

WOUND TYPE		ROLL
	MINOR	
	SERIOUS	
	SEVERE	
	MAIMING	

SPECIAL RULES:

TRACKER GUN — SECONDARY

RANGE: LONG
ARMOUR PIERCING: CERAMIC

WOUND TYPE		ROLL
NICKED	MINOR	1
PUNCTURED	SERIOUS	2 - 3
PIERCED DEEPLY	SEVERE	4 - 5
RUN THROUGH	MAIMING	6

SPECIAL RULES:
BURST, AUTOFIRE, TWO-HANDED

UNARMED — SHORT MELEE

RANGE: MELEE
ARMOUR PIERCING: FIBREWEAVE

WOUND TYPE		ROLL
CLIPPED	MINOR	1
FRACTURED	SERIOUS	2 - 3
SHATTERED	SEVERE	4 - 5
PULVERISED	MAIMING	6

SPECIAL RULES:

SPECIAL

RANGE:
ARMOUR PIERCING:

WOUND TYPE		ROLL
	MINOR	
	SERIOUS	
	SEVERE	
	MAIMING	

SPECIAL RULES:

☐	FEATS OF SKILL
☐	FEATS OF WILL
☐ ☐ ☐ ☐	MUNITIONS
5	MOVEMENT

OUTFIT DESCRIPTION

Urban camouflage pants and a sleeveless shirt

DEFENCES

		BASE		RANKS
5	BASE	5	+	0
10	EVADE	10	+	0
16	COVER	15	+	1

		BASE		RESIST		AUGS
10	IC	10	+	4	-	4

WOUNDS

/ 5 WOUNDS TOLERANCE

WOUNDS SUFFERED

TALENT NOTES

CYBERNETIC SPECIALIST: Can use Post-human A slot. +1 cyber tolerance and +2 IC defence (included in stats already)

HIT LOCATIONS

ROLL	LOCATION	ARMOUR
1	FOOT	
2	CALF	
3	THIGH	
4	GROIN	
5	HAND	CERAMIC
6	FOREARM	CERAMIC
7	UPPER ARM	CERAMIC
8	SHOULDER	CERAMIC
9	GUTS	
10	STERNUM	
11	LUNGS	
12	HEART	
13	HEAD	
14 (1)	BACK OF KNEE	
15 (2)	HIP JOINT	
16 (3)	ELBOW	FIBREWEAVE
17 (4)	ARMPIT	FIBREWEAVE
18 (5)	KIDNEYS	
19 (6)	NECK	
20 (7)	EYE	

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

PHYSICAL TRAITS

MAX SET BY RACE, INCREASED BY AUGS

	MAX	SCORE
BUILD	6	5
PERCEPTION	6	2
AGILITY	6	6
INTELLIGENCE	6	3
WILLPOWER	6	4
MECHANICAL APTITUDE	6	0
CHARISMA	6	5

BASIC SKILLS

RANKS = TRAIT IF TRAINED OR ½ OF TRAIT IF UNTRAINED

CLASS	TRAINED	SCORE
○ ATHLETICS (build)	○	2
○ DRIVE (mech. apt.)	○	0
● ENDURANCE (build)	○	2
○ FORCE (build)	○	2
○ PREPARATION (willpower)	○	2
● REACT (agility)	●	6
● RESIST (willpower)	○	2
● SPOT/LISTEN (perception)	○	1
○ STEALTH (agility)	○	3

ADVANCED SKILLS

MAX = TRAIT. RANKS PURCHASED AT LEVEL UP

CLASS	RANKS
● ACROBATICS (agility)	2
○ COMPUTER USE (intelligence)	
● CIVILISED LORE (intelligence)	0
○ DEFEAT SECURITY (mech. apt.)	
○ DISGUISE (perception)	
○ ENGINEERING (mech. apt.)	
○ INTUITION (PEOPLE) (perception)	
● INTUITION (PLACES/THINGS) (perc)	0
○ MEDICAL (intelligence)	
○ PILOT (mech. apt.)	
● SLEIGHT OF HAND (agility)	0
○ SPYCRAFT (intelligence)	
○ URBCRAFT (intelligence)	
● WARCRAFT (intelligence)	0
○ WILDSCRAFT (intelligence)	
○ WORK (_____) (_____)	

PERSONALITY

RANKS = CHARISMA. BLATHER RANKS = ½ CHARISMA

	RANKS
SOCIALITE (charisma)	5
NOBLE (charisma)	5
BLATHER (charisma)	2

CHARACTER NAME

RIN YAGAMASA

Level	Tier
1	STUDENT OF BUSHIDO
GINBUSHI	CLASS
WHITEBLADE	ORIGIN
6	MOVEMENT

172cm (5'8")	HEIGHT
ROTUND	WEIGHT

APPEARANCE

Rin Yagamasa is MUCH faster than he looks. Overweight and jolly with rumpled clothes and his hair in a lazy top knot he appears a lackluster samurai at best, but this couldn't be further from the truth.

UTILITY EQUIPMENT

¥EN

¥200,000 (~equiv $2000)

	PERS. EQUIP 1
	PERS. EQUIP 2
	QUEST ITEM

MINOR ITEMS

HOME STASH

HOME STASH ITEMS CAN BE ACCESSED BY ROLLING A PREPARATION CHECK

CYBERNETICS

TOLERANCE DETERMINED BY SPECIES, -1 FOR EACH AUGMENT (EXCEPT DNI)

N/A	CYBERNETIC TOLERANCE

Distributed DNI	DNI
	SKULL
	TORSO
	LEFT ARM
	RIGHT ARM
	LEFT LEG
	RIGHT LEG
	SMART-LINK
	POST HUMAN A
	POST-HUMAN B

CYBERNETICS NOTES

Ginbushi are nano-augmented and may not install additional augmentations. Physical trait maximums (and IC penalty) inirease according to level.

GENERAL NOTES & NON-COMBAT TALENTS

Rin Yagamasa has had a slow progression in the Ginbushi, thanks in large part to a perceived lack of discipline from his peers. Among the normally sombre and severe Whiteblades, Rin is a kindhearted, playful and sometimes boistrous individual. His apparent obesity has both appalled and stumped his colleagues, since the nanites in his blood are supposed to prevent the body from producing excess fat. This combination of temperament and appearance have left Rin with few willing mentors among the Whiteblades but he doesn't seem to mind, ambling through his noviciate period at his own pace and delighting in opportunties to leave the arcology and help survivors.

William Kwan (Order : 36487234)

Wireless Soul Transmission — Player:

CHARACTER NAME: RIN YAGAMASA

BASIC SKILLS

CLASS	TRAINED	RANKS
ATHLETICS (build)	○	2
DRIVE (mech. apt.)	○	0
ENDURANCE (build)	○	2
FORCE (build)	○	2
PREPARATION (willpower)	○	2
REACT (agility)	●	6
RESIST (willpower)	○	2
SPOT/LISTEN (perception)	○	1
STEALTH (agility)	○	3

ADVANCED SKILLS

CLASS	RANKS
ACROBATICS (agility)	2
COMPUTER USE (intelligence)	
DEFEAT SECURITY (mech. apt.)	
ENGINEERING (mech. apt.)	
MEDICAL (intelligence)	
PILOT (mech. apt.)	
SLEIGHT OF HAND (agility)	
WARCRAFT (intelligence)	

PERSONALITY

	RANKS
SOCIALITE (charisma)	5
NOBLE (charisma)	5
BLATHER (charisma)	2

WEAPONS SKILLS

CLASS	RANKS
AIM (perception)	0
SNAPSHOT (agility)	0
RECOIL (build)	0
MELEE (agility)	3

KATANA — PRIMARY

RANGE: MELEE

ARMOUR PIERCING: ●● FIBREWEAVE

WOUND TYPE		ROLL
GRAZED	● MINOR	1
LACERATED	●● SERIOUS	2
CRIPPLED	●●● SEVERE	3 - 4
CLEAVED	●●●● MAIMING	5 - 6

SPECIAL RULES

INCREASE AP TO CERAMIC IF WIELDED WITH 2 HANDS.

PM-35 AUTO PISTOL — SECONDARY

RANGE: MEDIUM

ARMOUR PIERCING: ●● FIBREWEAVE

WOUND TYPE		ROLL
NICKED	● MINOR	1
PUNCTURED	●● SERIOUS	2 - 4
PIERCED DEEPLY	●●● SEVERE	5
SHOT THROUGH	●●●● MAIMING	6

SPECIAL RULES

BURST

STEEL WAKIZASHI — SHORT MELEE

RANGE: MELEE

ARMOUR PIERCING: ●● FIBREWEAVE

WOUND TYPE		ROLL
GRAZED	● MINOR	1
LACERATED	●● SERIOUS	2 - 3
CRIPPLED	●●● SEVERE	4 - 5
CLEAVED	●●●● MAIMING	6

SPECIAL RULES

INCREASE AP TO CERAMIC IF WIELDED WITH 2 HANDS

SPECIAL

RANGE:

ARMOUR PIERCING:

WOUND TYPE		ROLL
	● MINOR	
	●● SERIOUS	
	●●● SEVERE	
	●●●● MAIMING	

SPECIAL RULES

☐	FEATS OF SKILL
☐	FEATS OF WILL
☐☐☐☐	MUNITIONS
6	MOVEMENT

OUTFIT DESCRIPTION

A rumpled tan travelling kimono of the sort the Whiteblades require their aspirants to wear. Beneath this is a fibreweave vest.

DEFENCES

		BASE		RANKS
5	BASE	5	+	0
11	EVADE	10	+	1
15	COVER	15	+	0

		BASE		RESIST		AUGS
11	IC	10	+	2	-	1

WOUNDS

/ 4 — WOUNDS TOLERANCE

WOUNDS SUFFERED

TALENT NOTES

YU - Count every adjacent foe as engaged so long as I can make a melee attack

Heijoshin - Turn the first successful hit against you each round into a miss. Doesn't work against other characters with heijoshin.

HIT LOCATIONS

ROLL	LOCATION	ARMOUR
1	FOOT	
2	CALF	
3	THIGH	
4	GROIN	
5	HAND	
6	FOREARM	
7	UPPER ARM	
8	SHOULDER	
9	GUTS	●● Fibreweave
10	STERNUM	●● Fibreweave
11	LUNGS	●● Fibreweave
12	HEART	●● Fibreweave
13	HEAD	
14 (1)	BACK OF KNEE	
15 (2)	HIP JOINT	
16 (3)	ELBOW	
17 (4)	ARMPIT	
18 (5)	KIDNEYS	●● Fibreweave
19 (6)	NECK	
20 (7)	EYE	

William Kwan (Order : 36487234)